

CAPCOM®

MEGA MAN ZERO™

OFFICIAL COMPLETE WORKS

【ロックマン ゼロ オフィシャルコンプリートワークス】



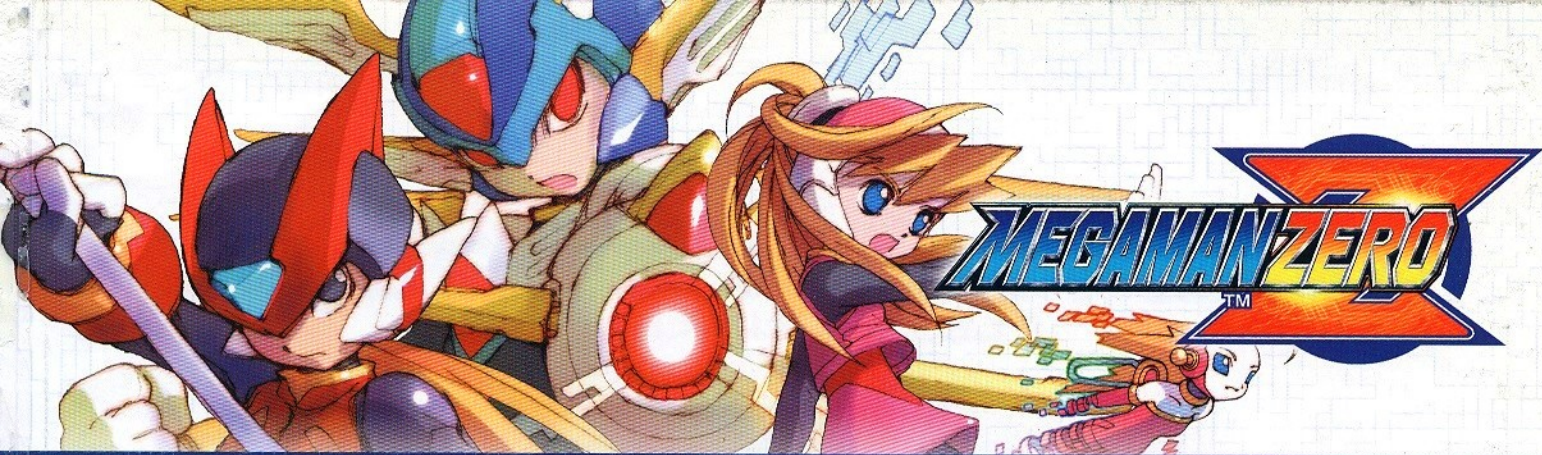
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INTRODUCTION

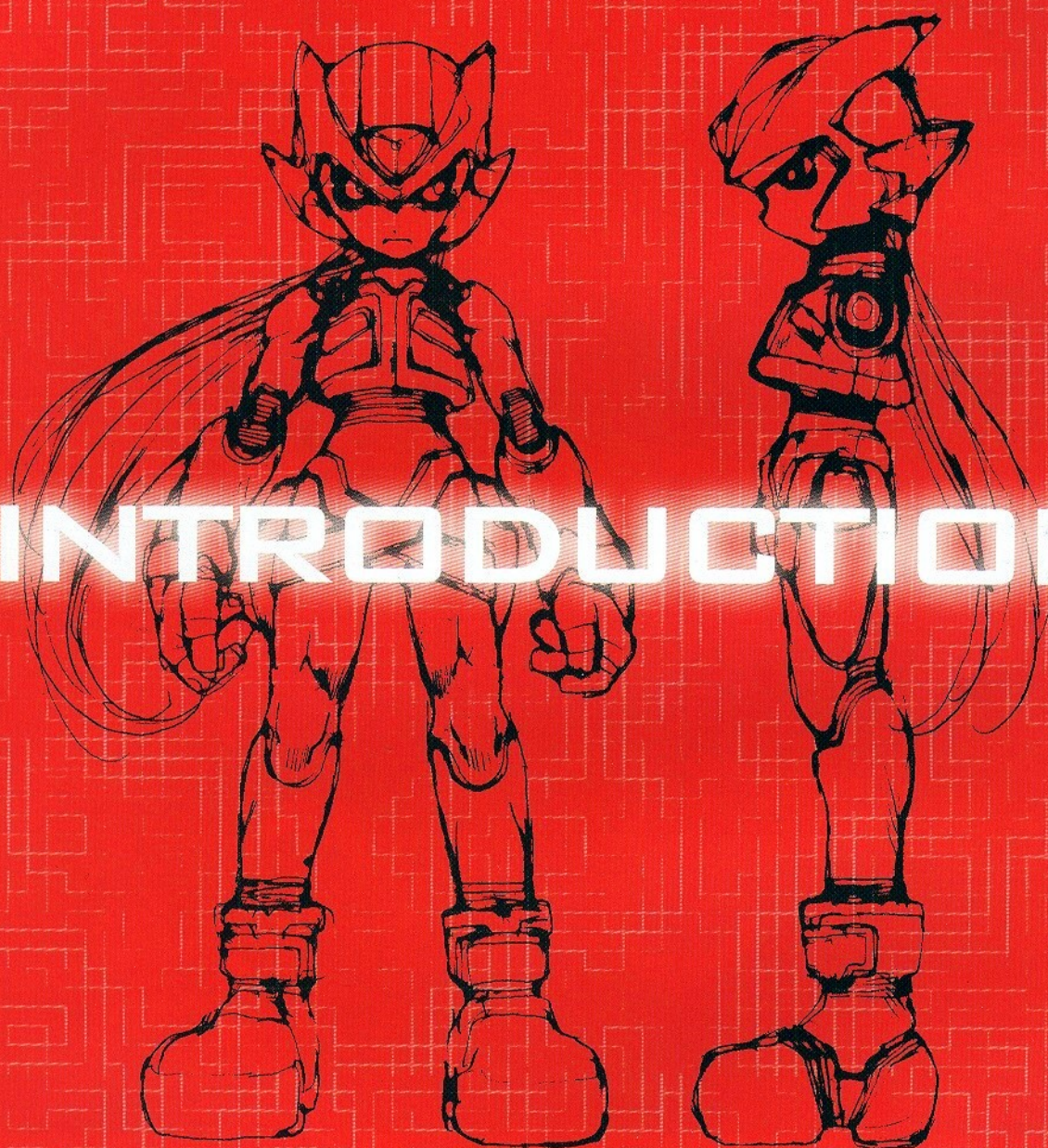


IMAGE BOARD

The package art and advertisement posters for the Mega Man Zero series. The transitions between color schemes convey a passage of time.



Mega Man Zero / Illustrated by Toru Nakayama

The package art for Mega Man Zero 1. The differences in the expressions of Ciel and the Four Guardians illustrate their personalities.



Mega Man Zero / Illustrated by Toru Nakayama

Ciel arrives at the sleeping chamber of the legendary Reploid, Zero. The sedate color scheme helps to communicate Zero's long sleep.



Mega Man Zero 2 / Illustrated by Toru Nakayama

The main visual for Mega Man Zero 2. With Ciel at the center, the two main Reploids are drawn in an opposing manner.



Mega Man Zero 2 / Illustrated by Toru Nakayama

A poster illustration expressing Zero's natural war-like tendencies emerging as he slowly regains his memories.



Mega Man Zero 3 / Illustrated by Toru Nakayama

A saturated red is appropriate for the third Mega Man Zero, which serves as the main climax of the Zero saga. Behind Zero we see the dark shadow of Omega.



Mega Man Zero 3 / Illustrated by Toru Nakayama

Weil, Omega, and Weil's Numbers surround Zero and Ciel menacingly as Zero raises the Z-Saber in defense of Ciel.



Mega Man Zero 4 / Illustrated by Toru Nakayama

A space-oriented color scheme and background enhances the idea that the battle between the humans and Reploids is moving into a new frontier.



Mega Man Zero 4 / Illustrated by Toru Nakayama

An illustration done for the cover of the manual. Neige, one of the few humans in the series, is depicted with a conflicted expression.



Mega Man Zero 3 / Illustrated by Toru Nakayama

Zero poses with the Z-Saber he received from Cyber Elf X. The blade is drawn with more detail here than in other illustrations.



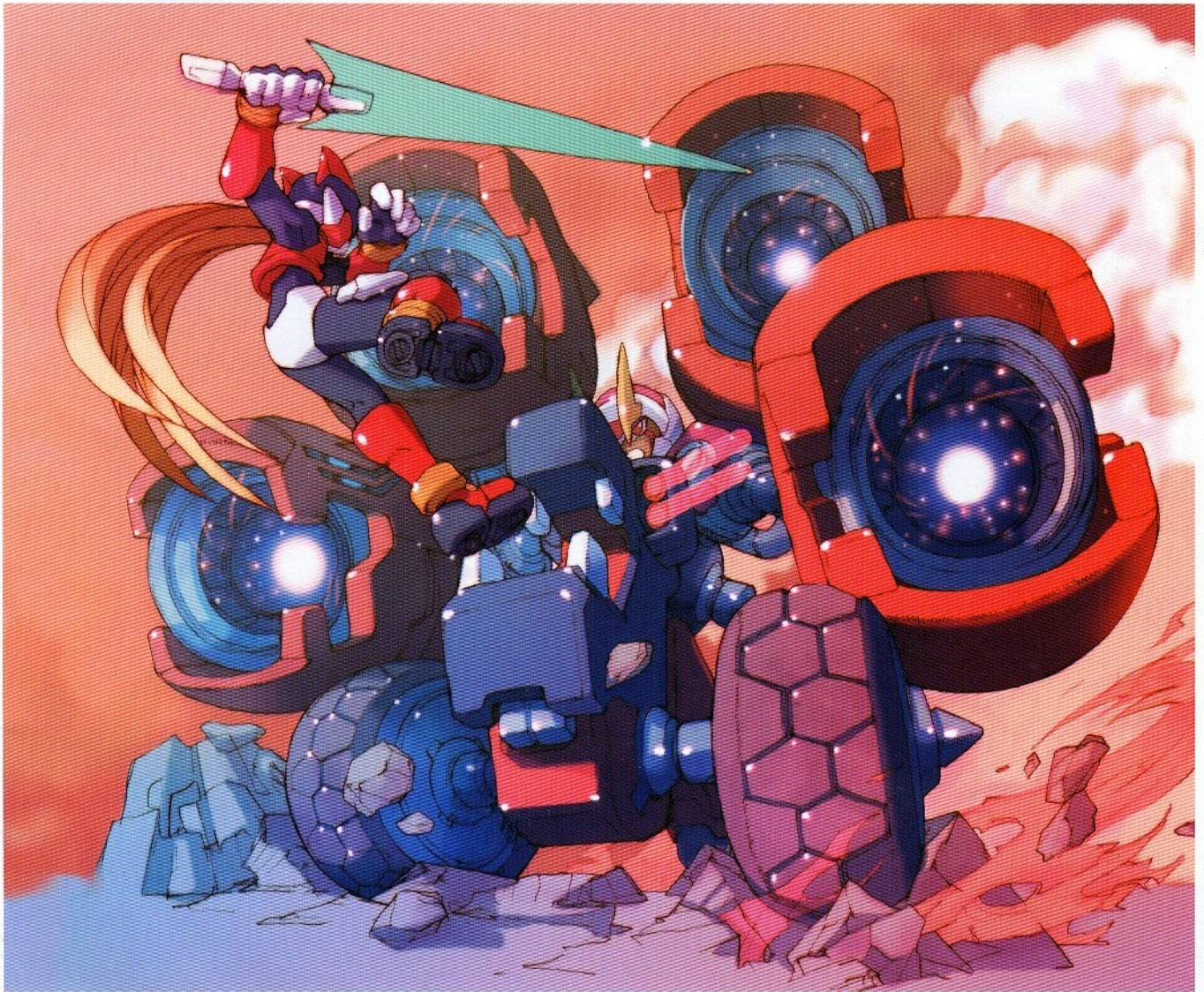
Mega Man Zero 3 / Illustrated by Toru Nakayama

Ciel playing with a nurse type Cyber Elf. This drawing, along with the one on the page to the left, was done for the Mega Man Zero 3 enhancement cards.



Mega Man Zero 2 / Illustrated by Toru Nakayama

The brilliant commander Harpuia from Mega Man Zero 2 is shown in his second transformation. Almost large enough to blot out the celestial body in the night sky, he is rather intimidating as he looks down upon Zero.



Mega Man Zero 2 / Illustrated by Toru Nakayama

In his second form, valiant commander Fefnir wields four large cannons. This scene, with Zero wielding the Z-Saber, is reminiscent of many great battles from the game.



Mega Man Zero 2 / Illustrated by Toru Nakayama

Leviathan, in her second form, toys with Zero in an underwater battle, a faint smile creeping across her face as she watches her numerous Ice Arrows close in on Zero.

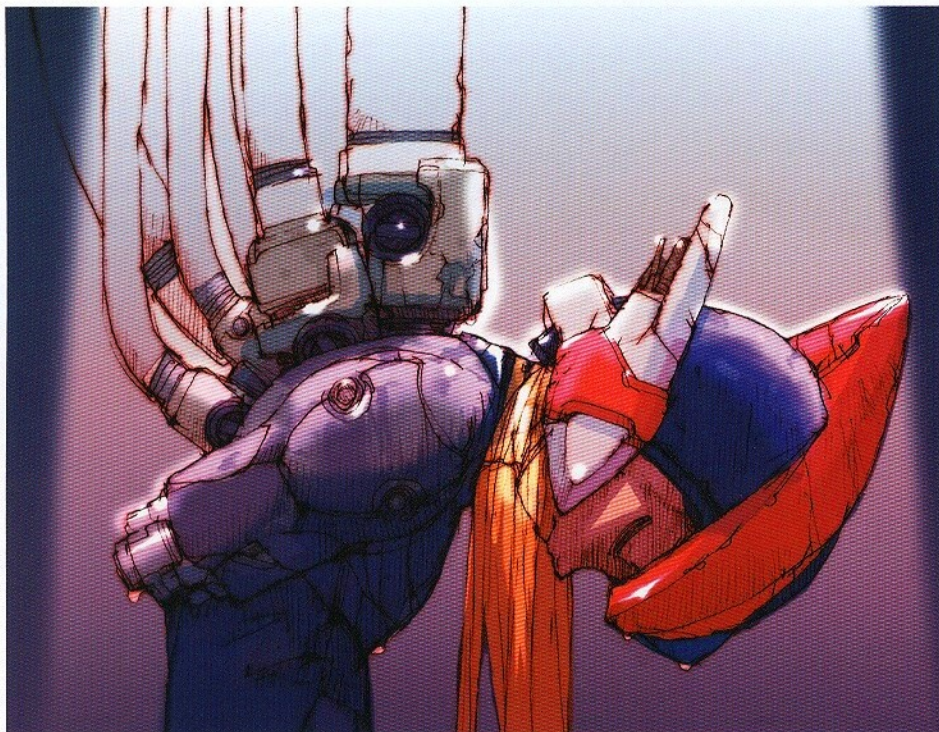


Mega Man Zero 4 / Illustrated by Hirokatsu Maeda

The eight warriors of Einherjar, with their leader Craft. They were assembled by Weil for Operation Ragnarok, but each have their own secret agenda.

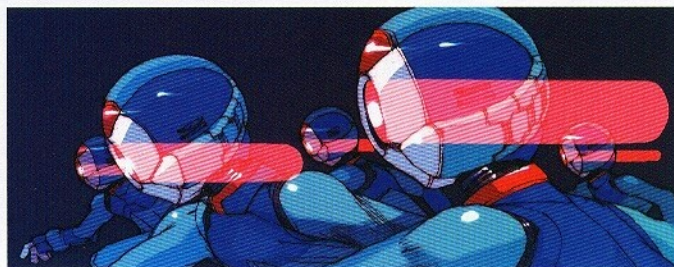
STORY OF ZERO

Through various cinematic cutscenes, we trace the life and times of Zero, explore his legacy and come to understand the world that surrounds the cast of Mega Man Zero.

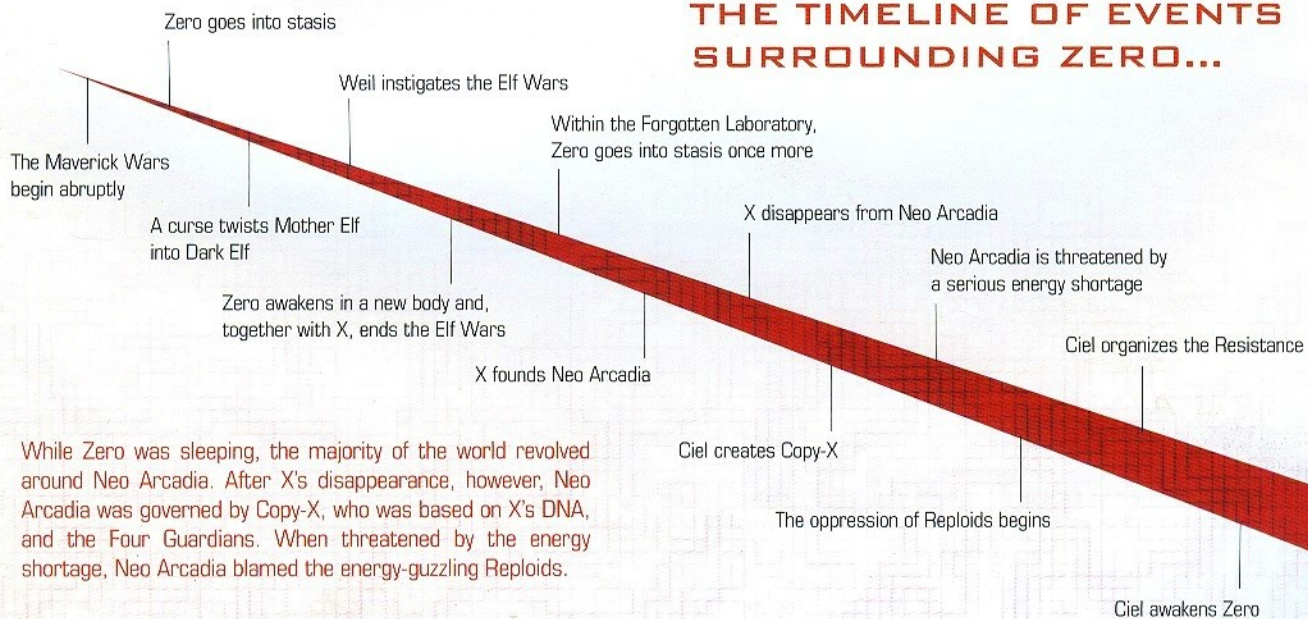


ZERO, THE HERO

In stasis since the end of the Elf Wars, Zero's slumber is disturbed under circumstances similar to those from a century ago. Reploids and humans are at war. Hoping to put an end to the mindless destruction of Reploids, a Reploid developer for Neo Arcadia named Ciel organizes a resistance and awakens Zero. Despite a lack of memories, Zero agrees to aid the Resistance.



THE TIMELINE OF EVENTS SURROUNDING ZERO...



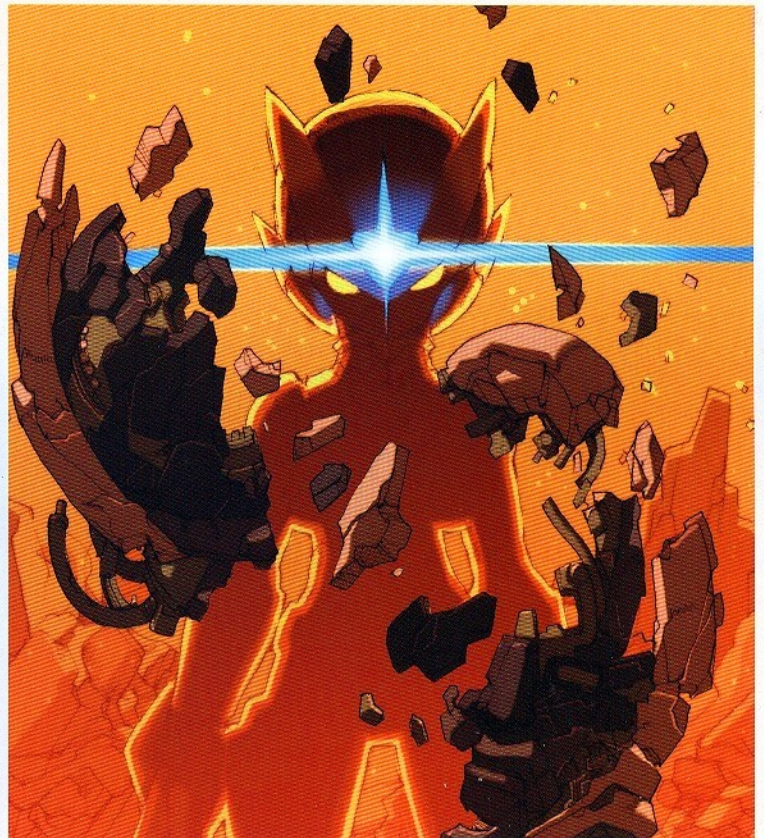


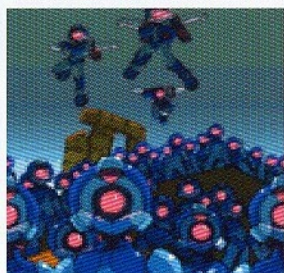
I AM ONLY ME...
I AM...ZERO



ZERO AND OMEGA

Amidst the violence, a spacecraft appears before Zero to reveal a giant Reploid called Omega. Omega possesses the same energy levels used by Dark Elf to destroy the world during the Elf Wars. By fighting Weil, who controls Omega, the confrontation between Zero and Omega becomes inevitable. Finally, Zero discovers that Omega is actually his original self. Even after this startling revelation, Zero still believes that his soul is unique. By believing in himself, Zero is able to defeat Omega and bid farewell to his old self.





MEGA MAN ZERO THE HERO AWAKENS

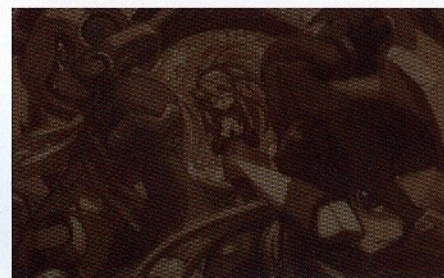
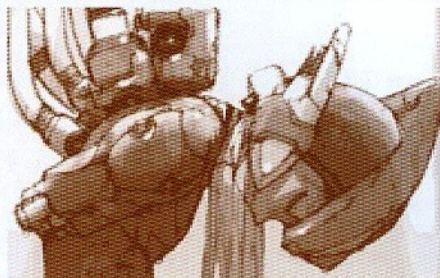
After being awakened by Ciel, Zero fights for the Resistance, even though he's unable to remember his past. As he does so, his path crosses with two Xs. One is Zero's old comrade, now known as Cyber Elf X. The other is Copy-X, who is in charge of Neo Arcadia and the one responsible for the oppression of the Resistance. With the Z-Saber he received from Cyber Elf X in hand, Zero fights his way towards Copy-X. Standing in his way are the Four Guardians.

STORY OF MEGA MAN ZERO

MEGA MAN ZERO2 THE RISE OF DARK ELF

A young Reploid officer by the name of Elpizo was selected to lead the Resistance while Ciel devoted herself to developing a new energy source; something she hoped would end the energy-based war against the Reploids. After suffering a loss against Neo Arcadia, Elpizo runs off with a Baby Elf, hoping to gain power. Chasing Elpizo, Zero infiltrates Neo Arcadia, only to find a very different Elpizo under the thrall of Dark Elf.



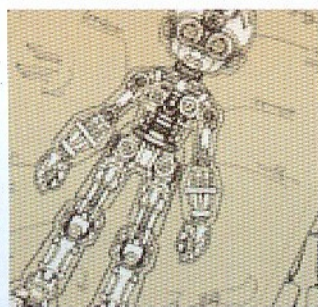


MEGA MAN ZERO3 THE TRUTH OF 100 YEARS AGO

Ciel is successful in developing a new energy source, and excited at the possibility of putting an end to the energy-based war. She immediately contacts Neo Arcadia, only to find that it's now under Weil's control. Bitter over his exile from Neo Arcadia, he is bent on recreating the war of 100 years ago by sending Dark Elf and Omega against the Resistance. But just as in the past, Weil's ambitions are crushed by the joint efforts of X and Zero.



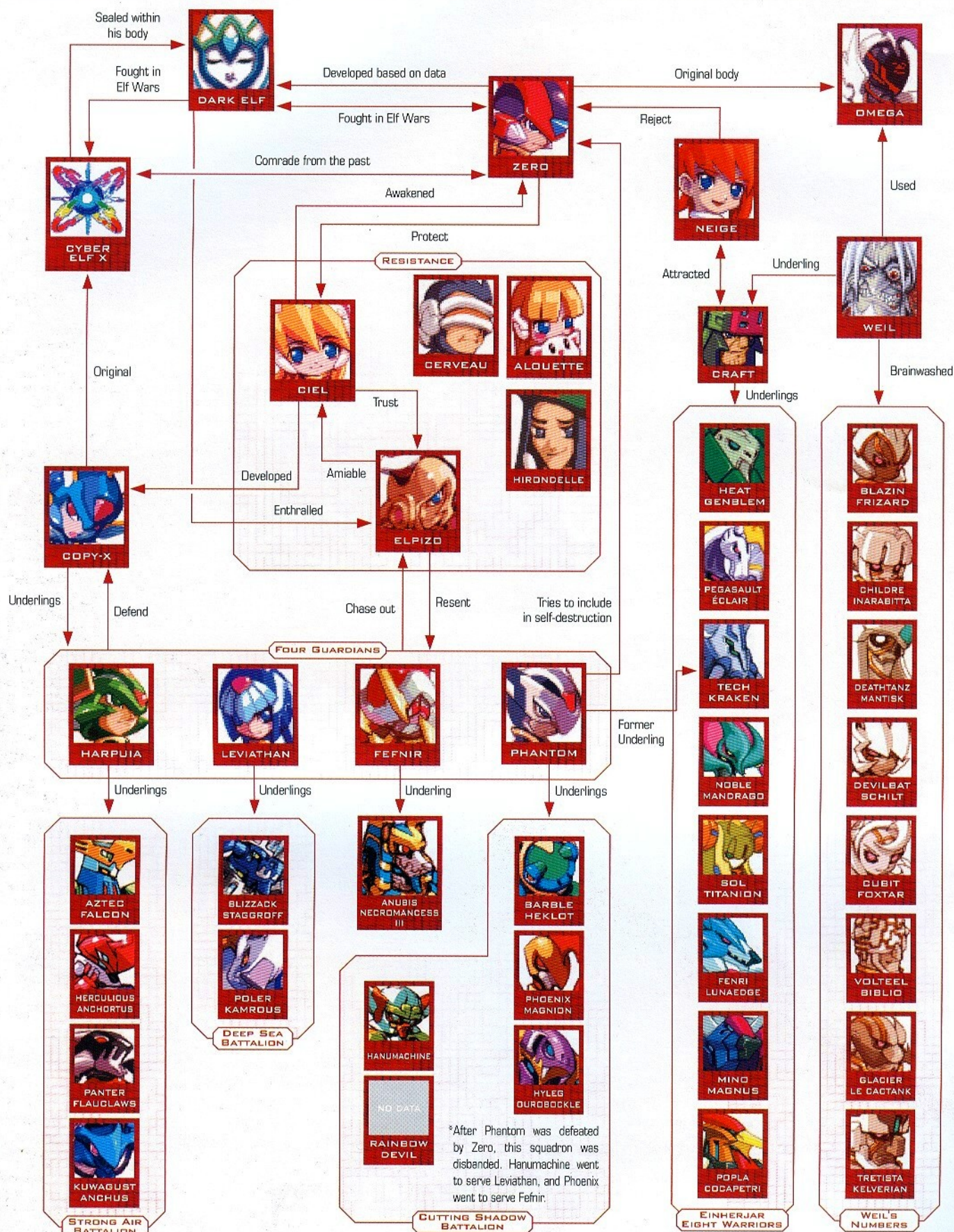
HAVING AWAKENED FROM HIS LONG SLUMBER, ZERO SLOWLY RECOVERS HIS MEMORY AS HE BATTLES NEO ARCADIA, THUS GRADUALLY CONFIRMING HIS OWN EXISTENCE



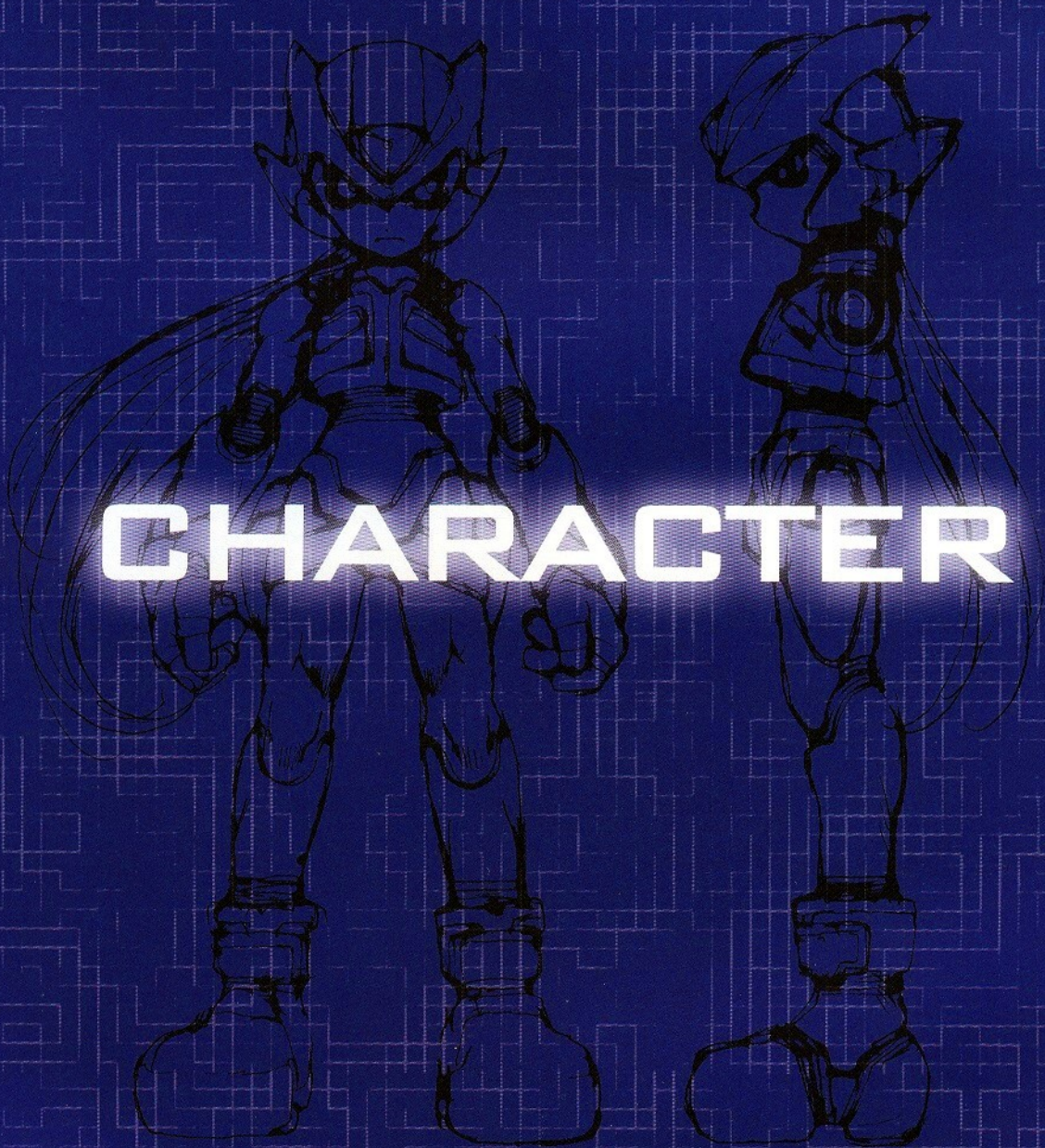
MEGA MAN ZERO4 EVERYTHING BECOMES ZERO

Having lost both Dark Elf and Omega in his defeat against Zero, Weil devises Operation Ragnarok to destroy "Area Zero," a small zone where nature is slowly recovering from the wars of the past. Intent on stopping Weil once again, Zero faces him for the final time within the weapon of mass destruction Ragnarok as it floats in space. Zero succeeds in destroying both Weil and Ragnarok as they all plummet towards "Area Zero." After this titanic battle, Zero is never seen again.

MUTUAL RELATIONS



CHARACTER



ZERO

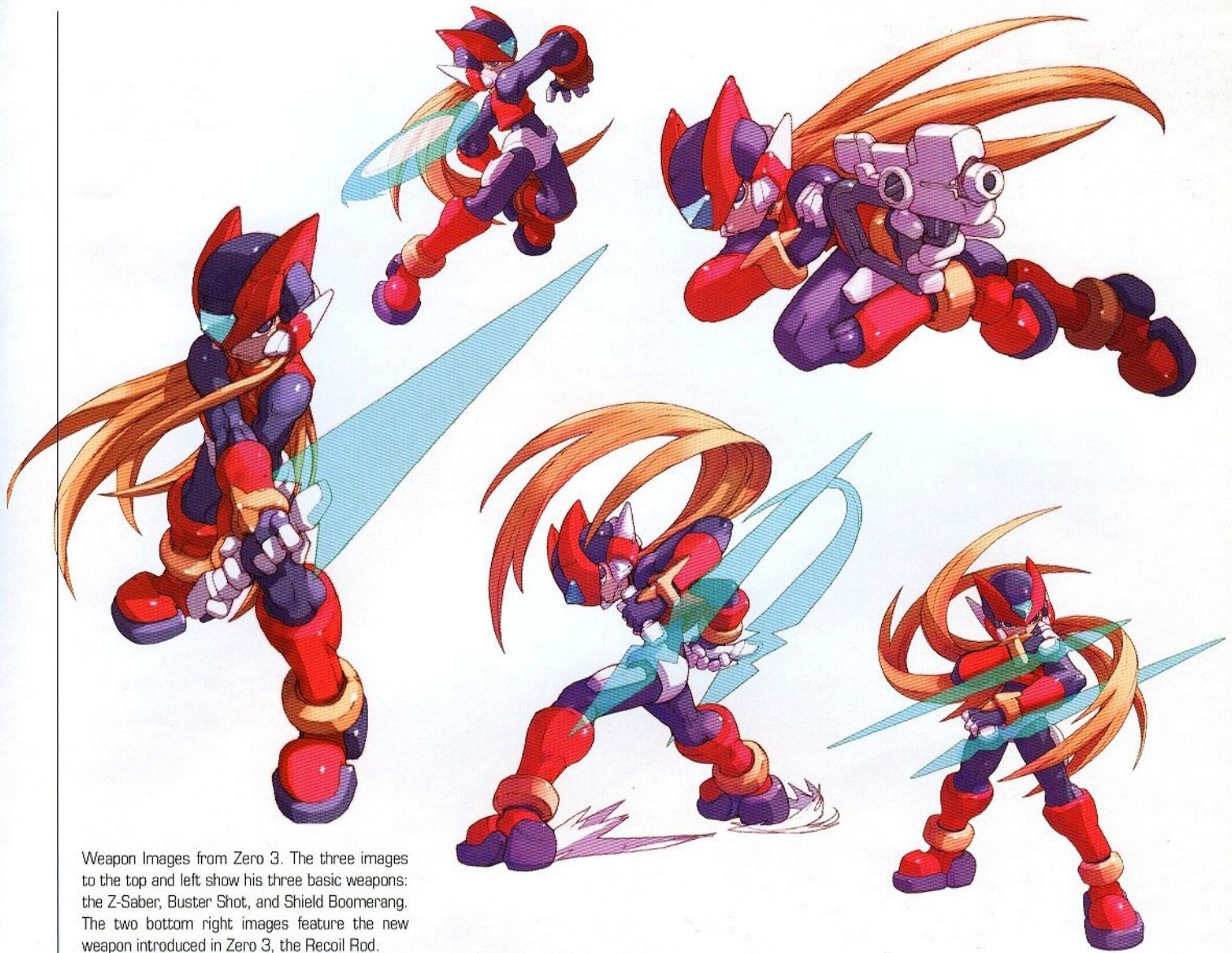
IF AN ENEMY APPEARS IN FRONT OF ME...
I WILL DESTROY IT...



ZERO

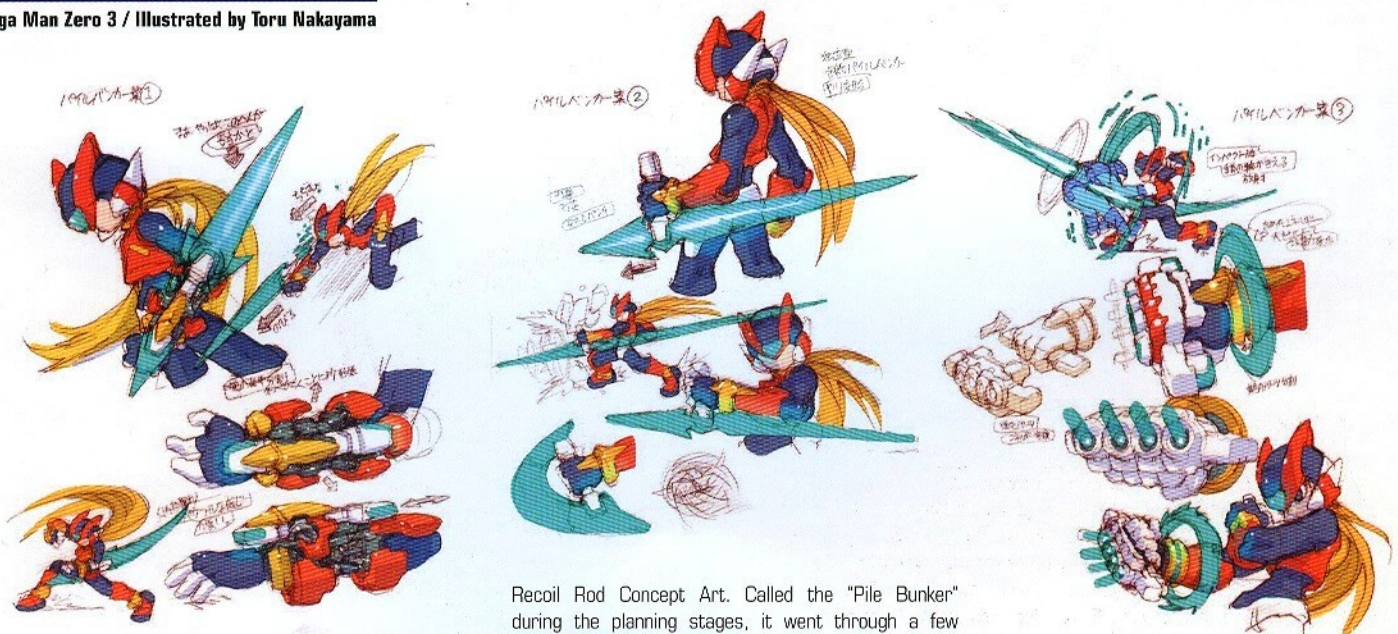
The legendary Reploid who fought valiantly and was known as a hero during the Maverick Wars. Though the soul is indeed that of Zero, the body that Ciel found him in was a copy of the original. Zero's original body, which had caused much damage during the Elf Wars, had been sent into space, and is now known as Omega. But Zero's new body, showing at least as much if not more potential than the last, has saved the world twice over from the evil intentions of Omega and Weil, the man controlling him. Zero was last seen in space. His current whereabouts are unknown.

Mega Man Zero 4 / Illustrated by Toru Nakayama



Weapon Images from Zero 3. The three images to the top and left show his three basic weapons: the Z-Saber, Buster Shot, and Shield Boomerang. The two bottom right images feature the new weapon introduced in Zero 3, the Recoil Rod.

Mega Man Zero 3 / Illustrated by Toru Nakayama



Recoil Rod Concept Art. Called the "Pile Bunker" during the planning stages, it went through a few transformations, each with unique features. In the end, they went with Idea #2, with a few adjustments.

Mega Man Zero 3 / Illustrated by Toru Nakayama



Weapon Images from Zero 2. The Chain Rod, which only appears in this game, is drawn dynamically.

Mega Man Zero 2 / Illustrated by Toru Nakayama



The changes in Zero's body color represent the changes in his abilities through form changes.

Mega Man Zero 2 / Illustrated by Toru Nakayama

COLUMN

THE DIFFERENT SPECIAL ABILITIES
OF "ZERO 2" BY FORM

Through his experience in battle, Zero learns to adapt his combat style in many ways. In most cases, his forms carry favorable bonuses like speed enhancement or the ability to block enemy shots, but some forms also carry penalties that can greatly impact the ensuing battles.

**NORMAL FORM**

The initial basic form

**ENERGY FORM**

Enemies are more likely to drop life energy

**X FORM**

The Buster Shot's attack power and the number of chain attacks increases

**DEFENSE FORM**

Defense increases, Zero doesn't get knocked back from attacks

**ERASE FORM**

Able to erase enemy shots with the Z-Saber or Shield Boomerang

**ACTIVE FORM**

Speed increases, Zero can use a spinning attack with the Z-Saber

**POWER FORM**

Attack power of all weapons increases

**RISE FORM**

The third strike of the Z-Saber combo becomes a rising slice

**PROTO FORM**

All attack powers increase, but defense is halved

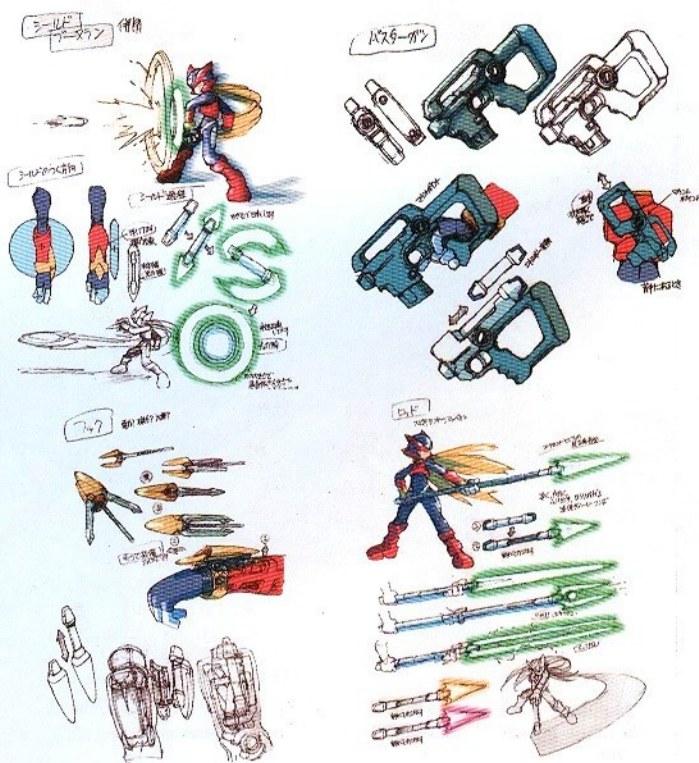
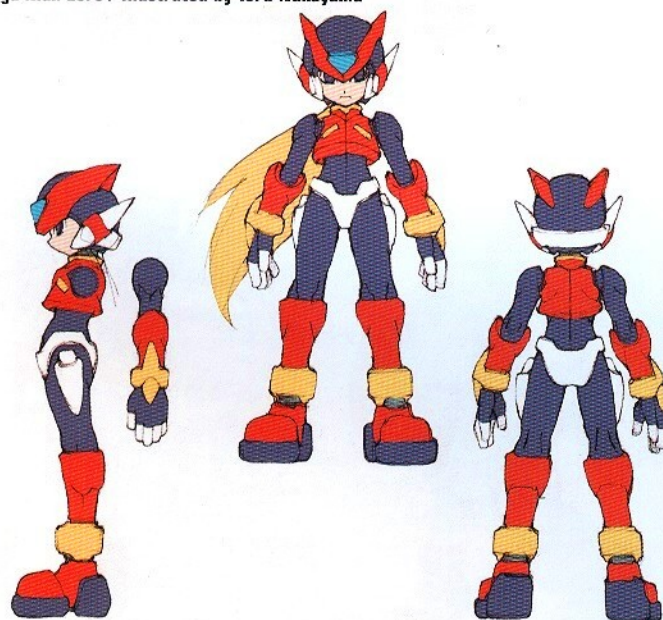
**ULTIMATE FORM**

Instant charge attacks become available through button commands



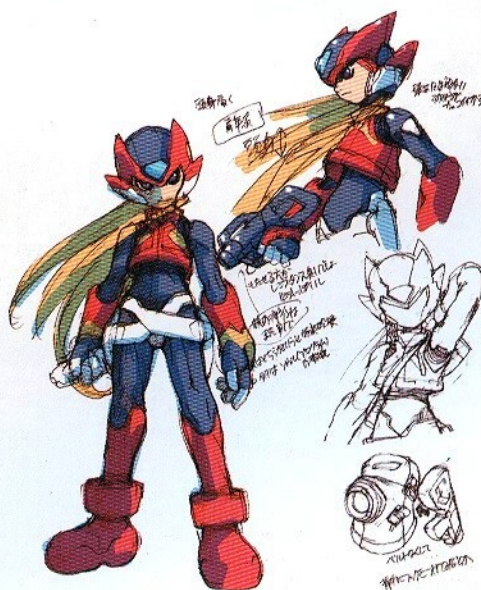
Weapon Images from the first Zero. The weapon Zero is wielding in the bottom left image is the Triple Rod, which only appeared in this game.

Mega Man Zero / Illustrated by Toru Nakayama



Concept art showing detailed ideas for things like the use of the Shield Boomerang and the different features of the Triple Rod. The Hook was replaced by the Chain Rod for Zero 2.

Mega Man Zero / Illustrated by Toru Nakayama



Drawings were done for two different Zeros: a boy and a young man.
At this stage, the buster he would hold had already been decided.

CIEL

TO ME, YOU ARE ZERO.



CIEL

A human girl, formerly a Reploid researcher and scientist at Neo Arcadia. Though responsible for creating Copy-X after X's disappearance, she cannot help but feel that the persecution of Reploids is wrong and decides to leave Neo Arcadia. Since then she has organized the Resistance and successfully developed a new source of energy, the "Ciel System."

Mega Man Zero 3 / Illustrated by Toru Nakayama



An illustration for Ciel's mini-game from Zero 3, "All Kinds of Jewels." The aim of the game is to direct the colored jewels into the appropriately colored beakers as they travel down the tubes.

Mega Man Zero 3 / Illustrated by Toru Nakayama



The outfit Ciel is wearing during Zero 3's opening scenes. Because the game begins in a snowy field, she is wearing a very warm-looking coat.

Mega Man Zero 3 / Illustrated by Toru Nakayama



Mega Man Zero / Illustrated by Toru Nakayama



Mega Man Zero 2 / Illustrated by Toru Nakayama

RESISTANCE

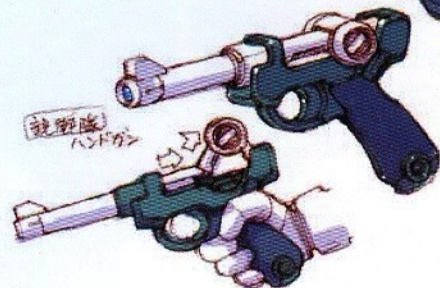


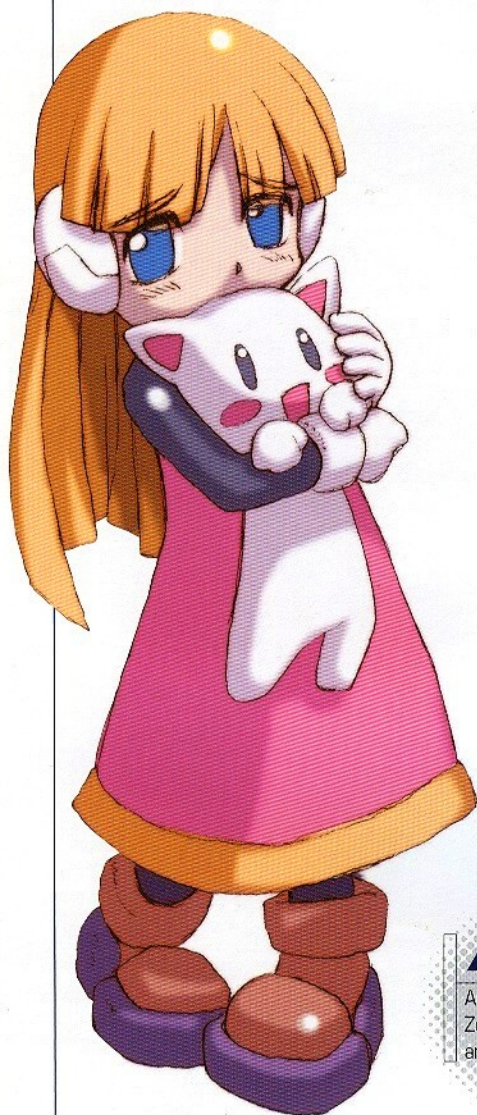
The official design of the Resistance. Below is the initial concept art, which includes small labels beneath each Resistance member to sum up their character. Isos and Pasos, who were constantly by Elpizo's side, are shown with differently colored hats and clothes.



RESISTANCE

Consisting of Reploids who were rescued from Neo Arcadia by Ciel before they could be labeled Mavericks and destroyed, they live off of what little energy they can find as they work to save other Reploids under similar circumstances.





ALOUETTE

An expert Cyber Elf handler, she raises the Cyber Elves that Zero obtains. She is the one who named the Baby Elves Crea and Prea.



CERVEAU

Cerveau supports Zero's efforts by developing new weapons and chips. He is constantly worrying about Ciel and Zero's safety.

Mega Man Zero 2 / Illustrated by Toru Nakayama

HIRONDELLE

With the Resistance as his base, this Reploid travels far and wide, making him a good source of up-to-the-minute information on a variety of areas. One of his hobbies is composing poetry.



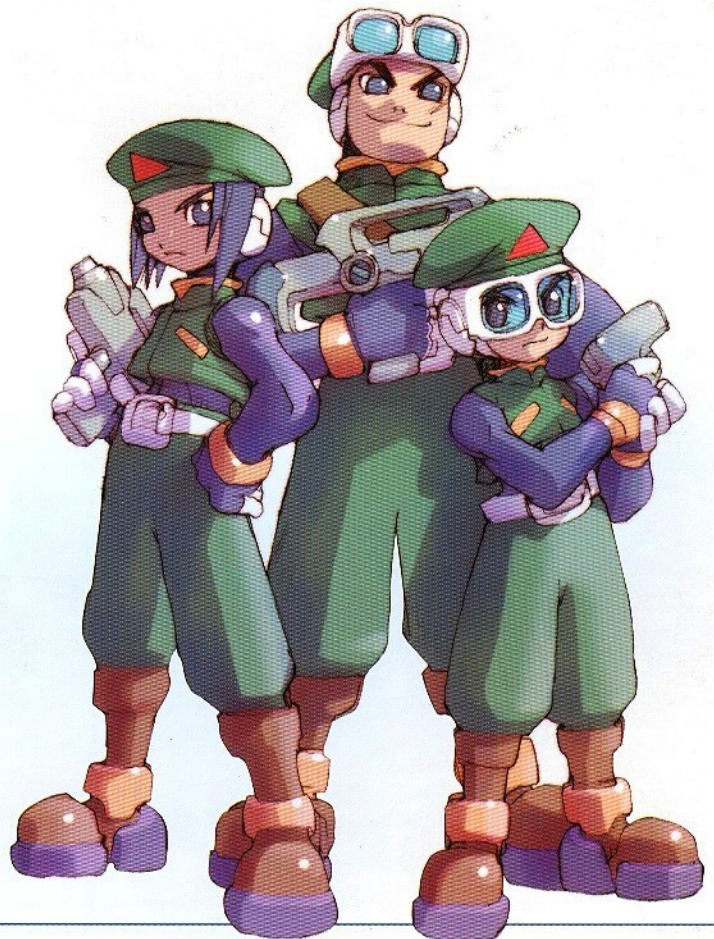
The Operators responsible for teleporting Zero to his various mission coordinates. Portions of a mysterious device can be seen in their hands.



Mega Man Zero 2 / Illustrated by Toru Nakayama



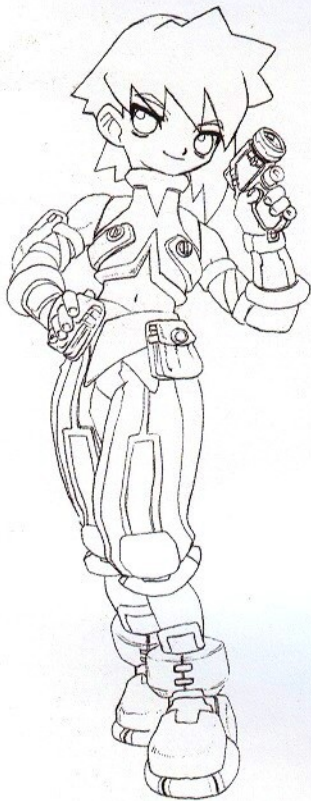
Concept art for the other Resistance members. In the sketches, the weapons they wield are said to all be the same, but in the official art, they are different.



Mega Man Zero / Illustrated by Toru Nakayama

NEIGE

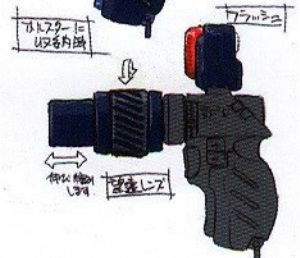
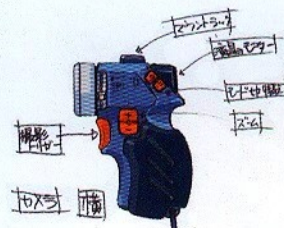
Character drawings of Neige were initially created with multiple skin tones, as designers played around with the idea of a suntan for the leader of the Caravan.



元戦場からマン



元戦場からマン



NEIGE

A human female who used to work as a journalist for Neo Arcadia. When those opposing Weil were disposed of one by one, Neige left Neo Arcadia to lead a human caravan away from Weil's oppression. She admires Craft, a Replid she once interviewed during her journalist days.

CARAVAN

THE CARAVAN PEOPLE

To escape Weil's control, these people fled Neo Arcadia with Neige and established a caravan. Together, they hope to start a new life in "Area Zero," the one place where nature has started to recover and thrive again on the war-torn land.



Concept art for the Caravan People.
Two color options were proposed, and
the yellow outfits were chosen.

キャラバンの人々

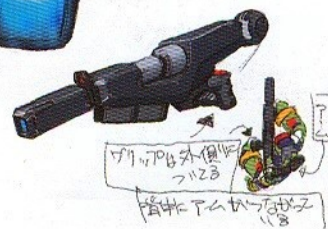
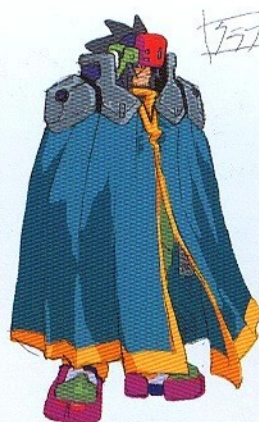
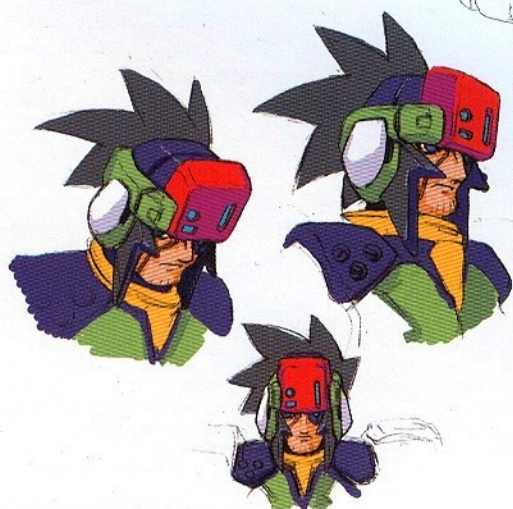
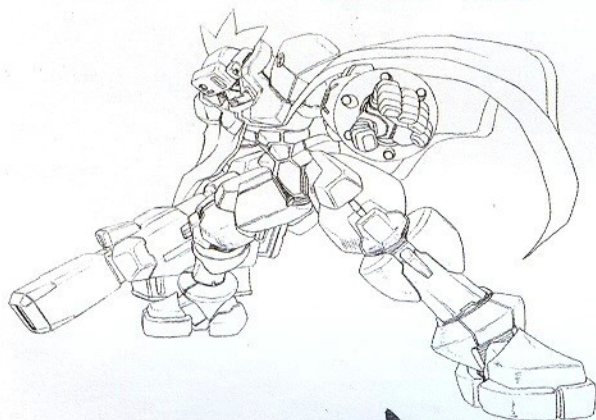
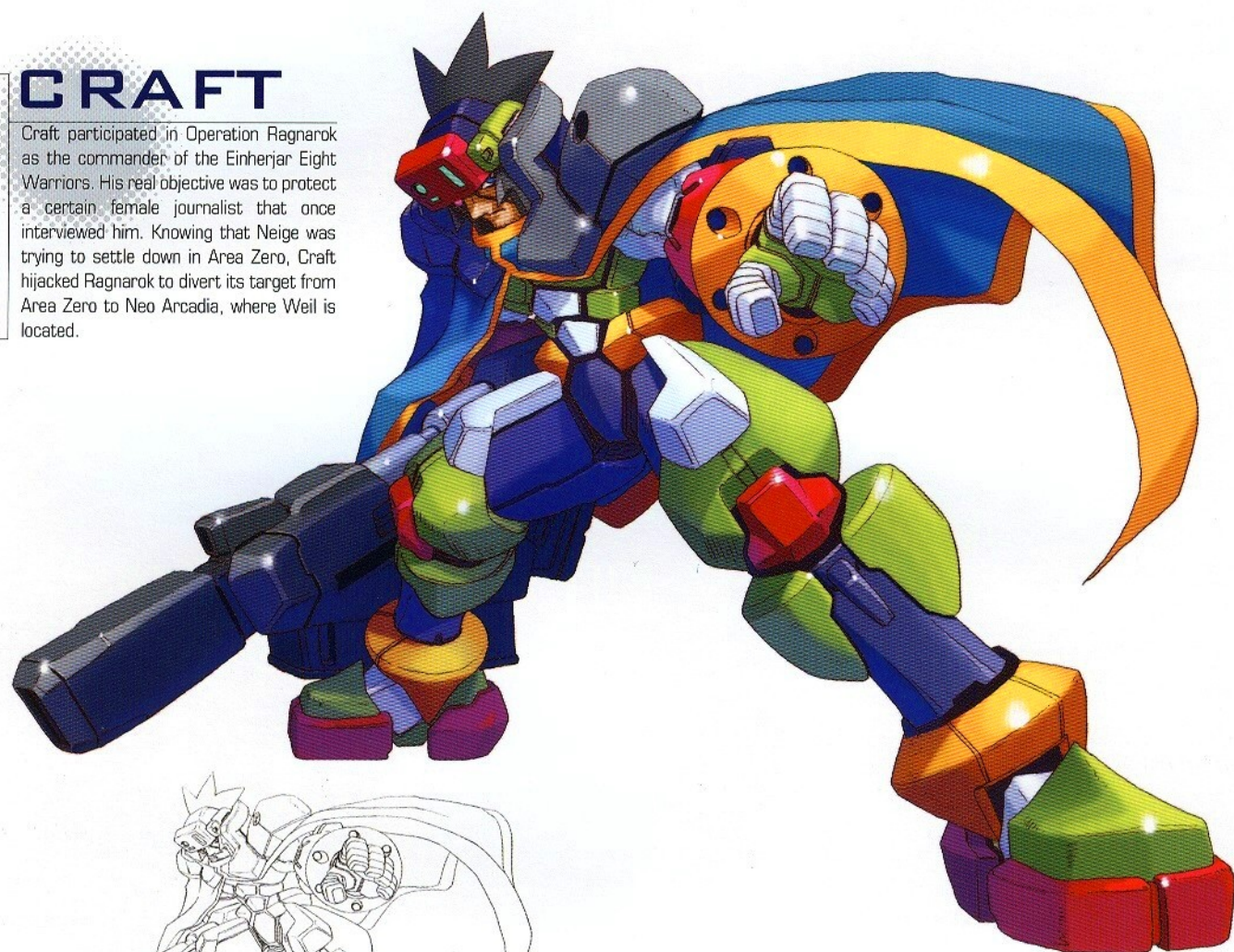
キャラバンの人々



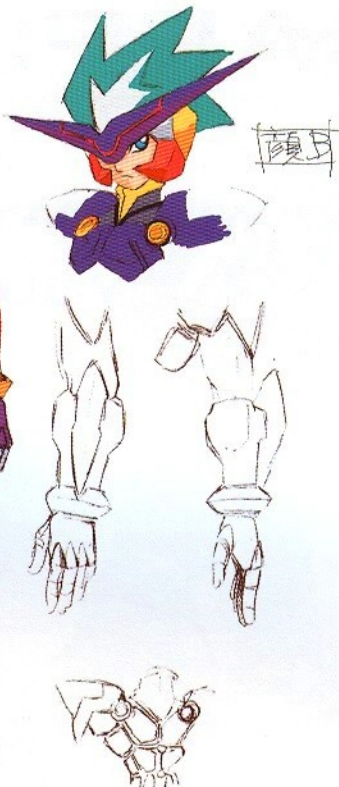
CRAFT

CRAFT

Craft participated in Operation Ragnarok as the commander of the Einherjar Eight Warriors. His real objective was to protect a certain female journalist that once interviewed him. Knowing that Neige was trying to settle down in Area Zero, Craft hijacked Ragnarok to divert its target from Area Zero to Neo Arcadia, where Weil is located.



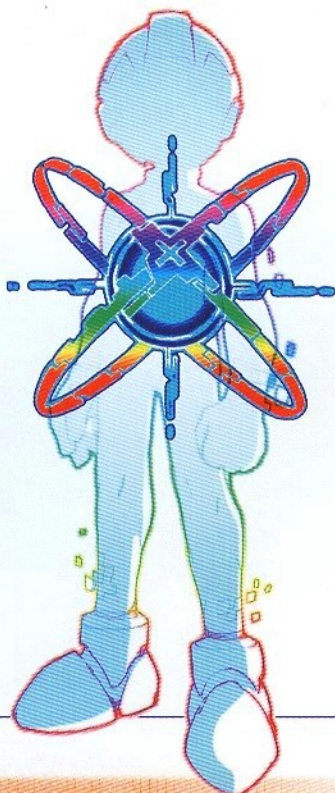
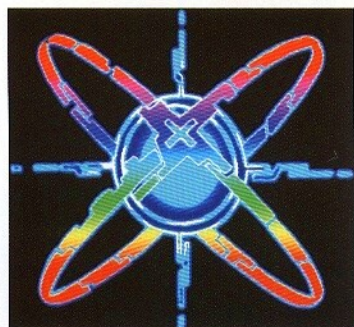
The concept art for Craft demonstrates different ways he could equip his weapon and wear his cape.



These early sketches were rejected. Although the drawing on the left is very close to the eventual character design of Craft, the idea for a younger, very different Craft had also been considered.

Mega Man Zero 4 / Illustrated by Hirokatsu Maeda

CYBER ELF X



CYBER ELF X

The hero that founded Neo Arcadia willingly sacrificed his own body to forever seal Dark Elf's powers, thus becoming a Cyber Elf. Without a physical body, the best way for him to fight the good fight is by supporting his comrade Zero's efforts.

Mega Man Zero / Illustrated by Toru Nakayama

HARPUIA

YOU WILL PAY DEARLY FOR
YOUR FUTILE RESISTANCE, ZERO!

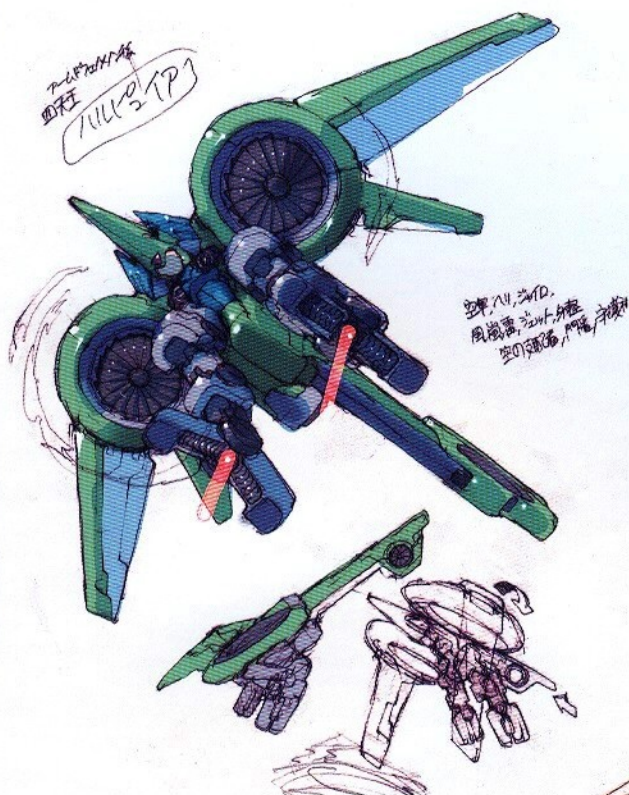


BLUE-GREEN SLICES
INTELLECTUAL COMMANDER

HARPUIA

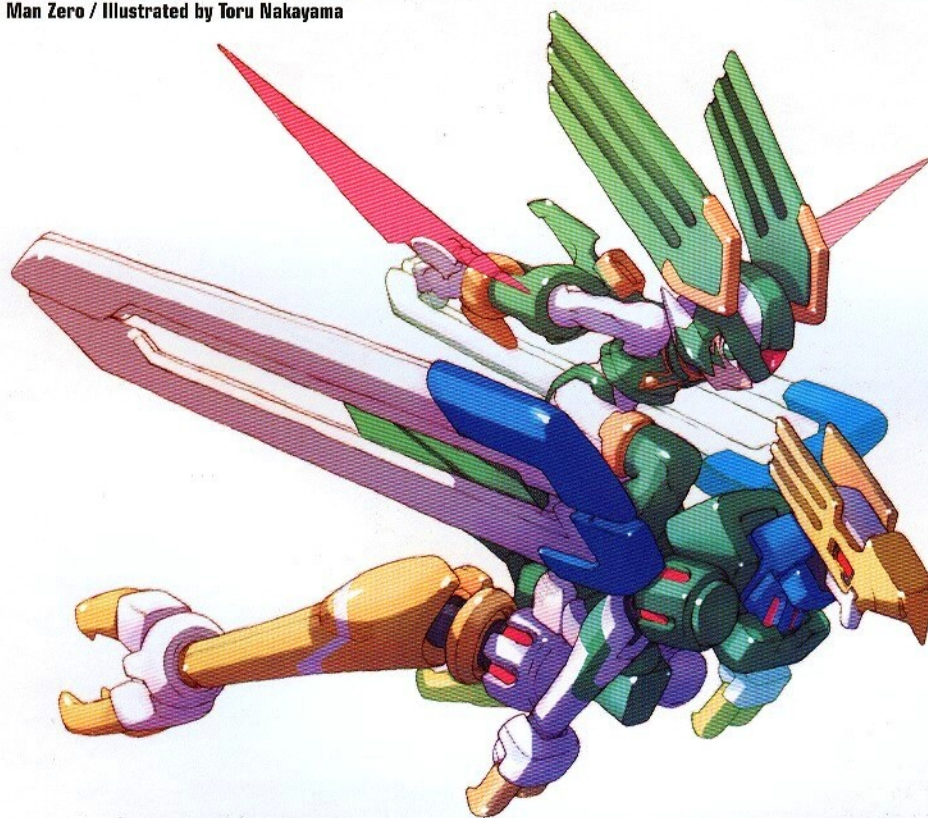
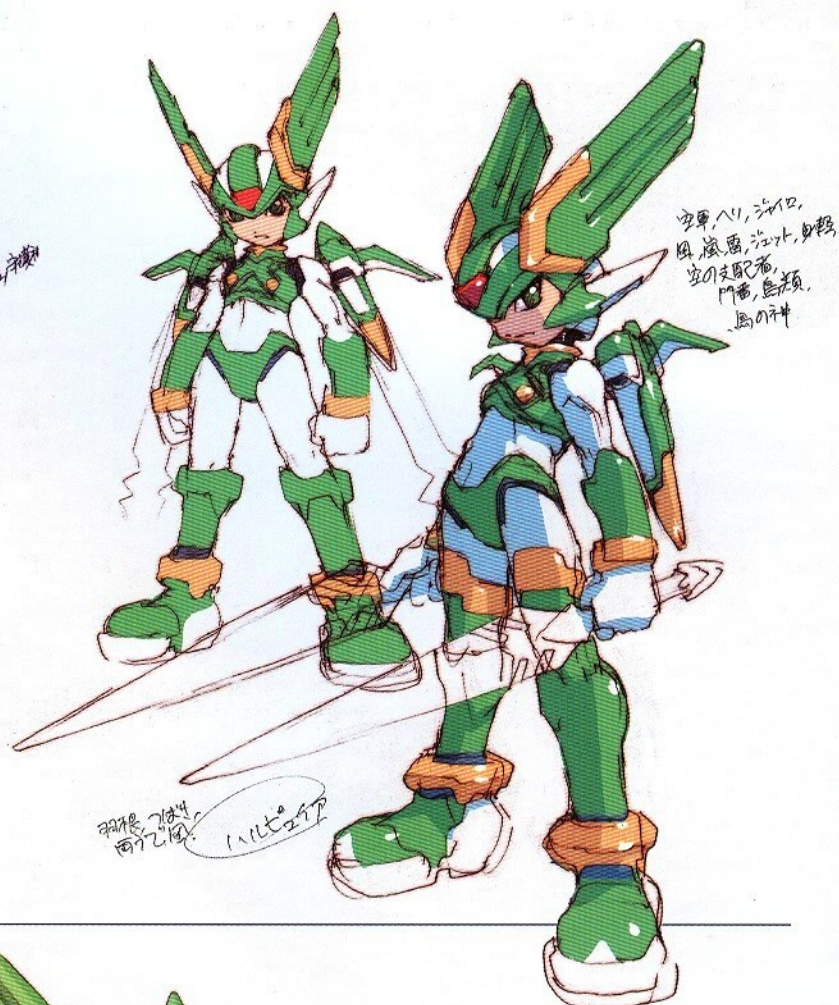
A Reploid with terra-forming capabilities used for aiding the humans in resettling the Earth after the destruction of the Maverick Wars. He must combine with his giant Mechaniloid to employ his full terra-forming abilities, but even on his own he is able to manipulate a weather orbit, allowing him to control the weather over a limited area.

Mega Man Zero / Illustrated by Toru Nakayama



In his second form, Harpuia takes on huge wings and turbines to become a veritable master of the skies.

Mega Man Zero / Illustrated by Toru Nakayama

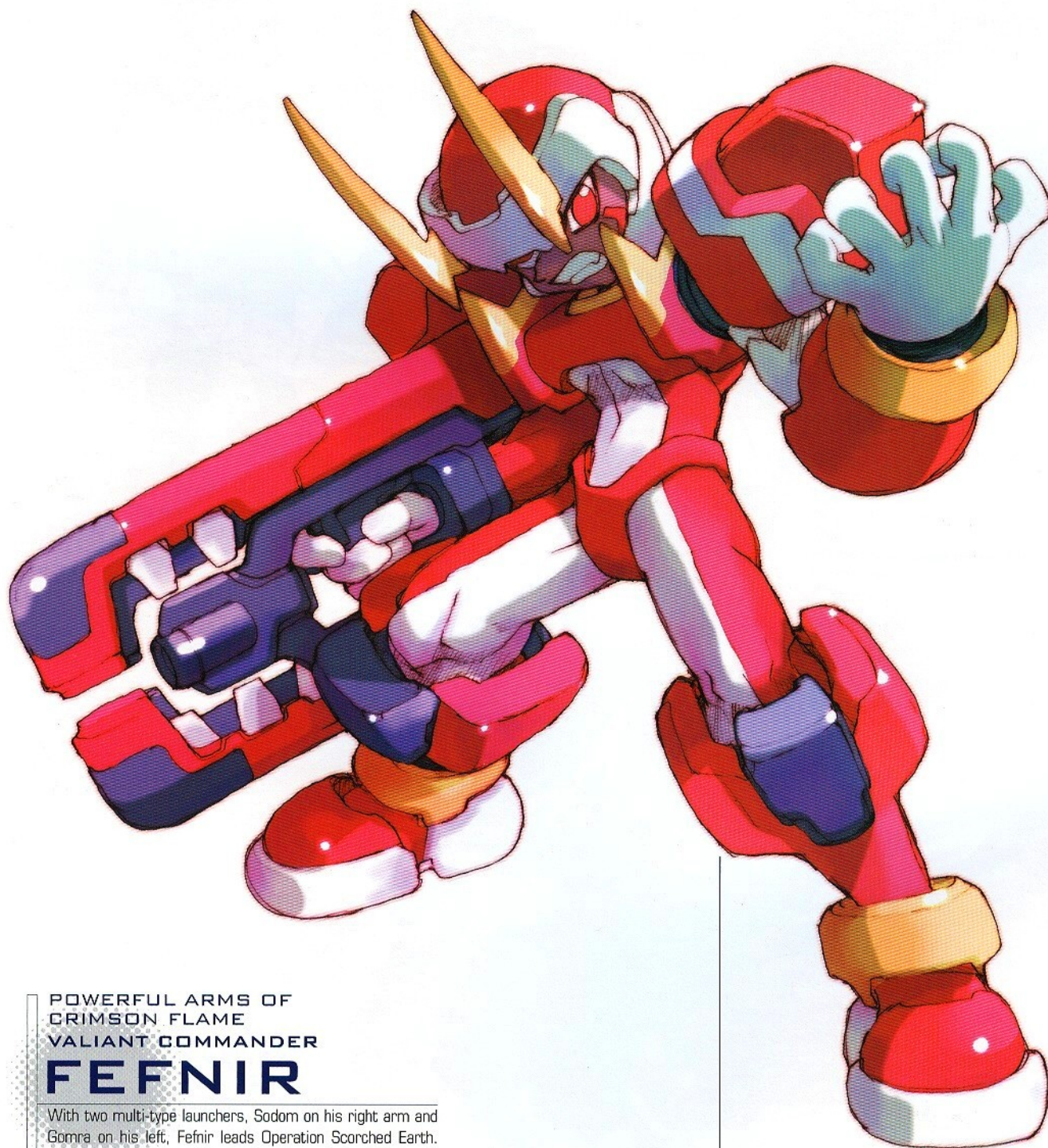


An illustration for "Birdie Chopchop," Harpuia's mini-game from Zero 3, where the player takes control of Harpuia and destroys enemies while avoiding hazards.

Mega Man Zero 3 / Illustrated by Toru Nakayama

FEFNIR

WILL I NEED BOTH MY ARMS
TO DEFEAT YOU?



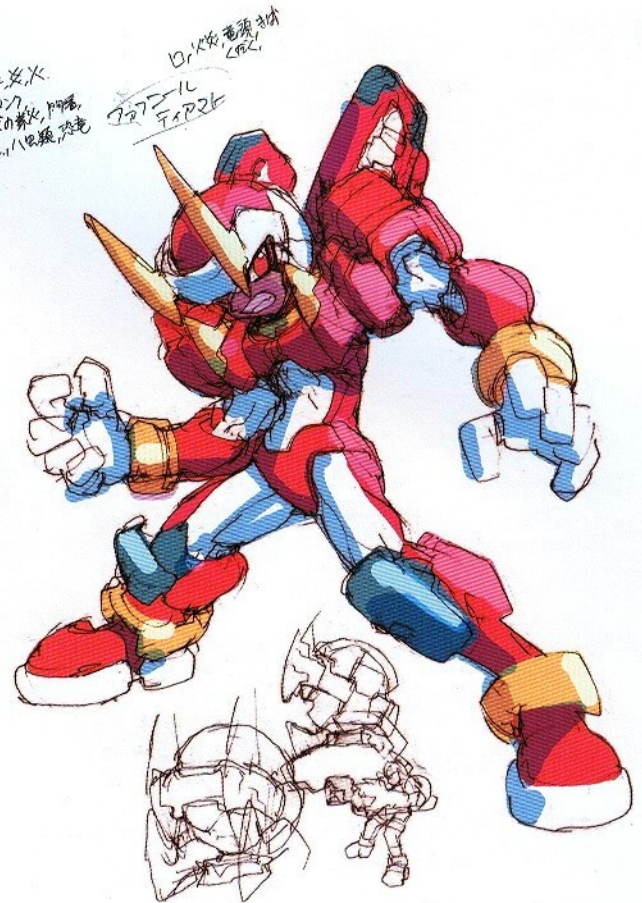
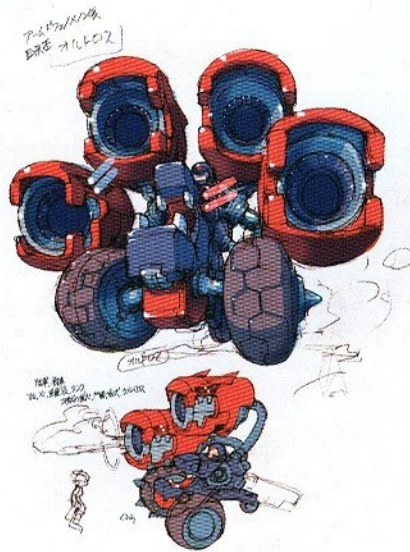
POWERFUL ARMS OF
CRIMSON FLAME
VALIANT COMMANDER

FEFNIR

With two multi-type launchers, Sodom on his right arm and Gomra on his left, Fefnir leads Operation Scorched Earth. Fefnir is constantly seeking worthy opponents to fight, and if it seems as though he's always picking a fight with Harpuia, it's only because he acknowledges his prowess in battle. Even in his battles with Zero, Fefnir's main concern is to get the most out of the experience.

Mega Man Zero / Illustrated by Toru Nakayama

Concept art for Fefnir. The notes tell us that alternate names were being considered at this stage.



Mega Man Zero / Illustrated by Toru Nakayama



An illustration for "Shoot Shoot the Thieves," Fefnir's mini-game from Zero 3. In the game, Fefnir destroys would-be thieves with his flame attack as they try to steal the containers.

Mega Man Zero 3 / Illustrated by Toru Nakayama

LEVIATHAN

PLAYING “HERO” MUST BE
A FUN WAY TO PASS THE TIME...

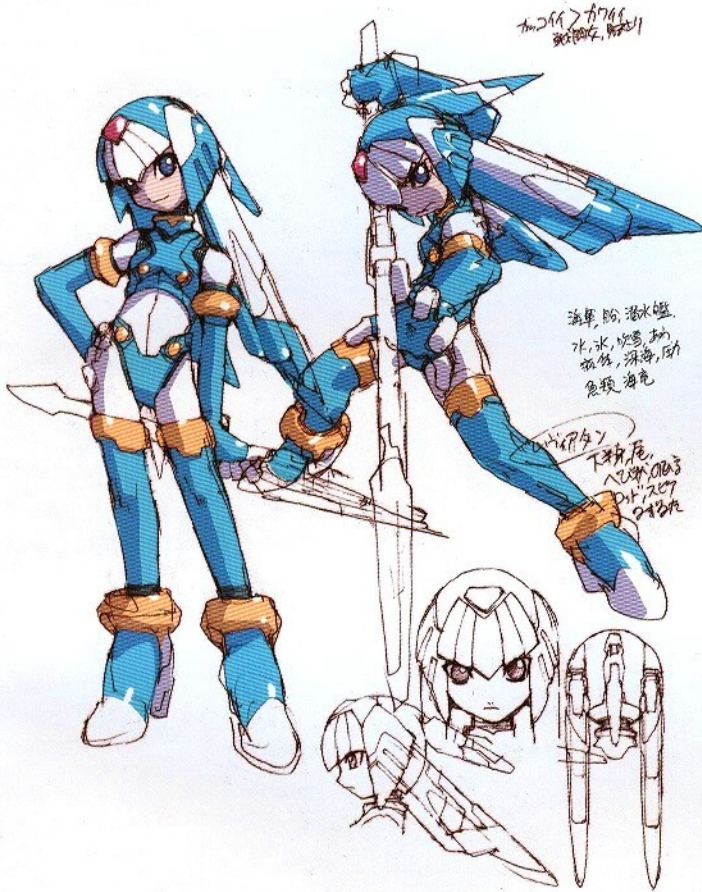


AQUATIC GUARDIAN
OF THE BIG BLUE SEA

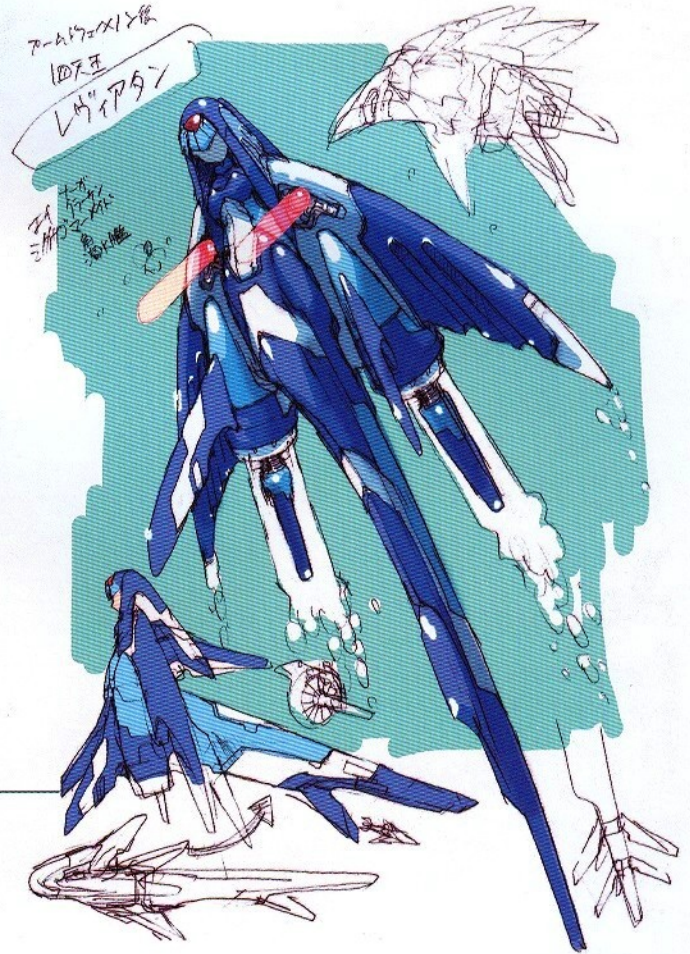
LEVIATHAN

As a Reploid able to control currents and water temperature, Leviathan has paired up with Harpuia to execute large-scale projects aimed at helping humans re-populate habitable areas. Though not particularly fond of violence, she seems to enjoy her battles with Zero for some reason. She is often found underwater, saying that "land is too dusty."

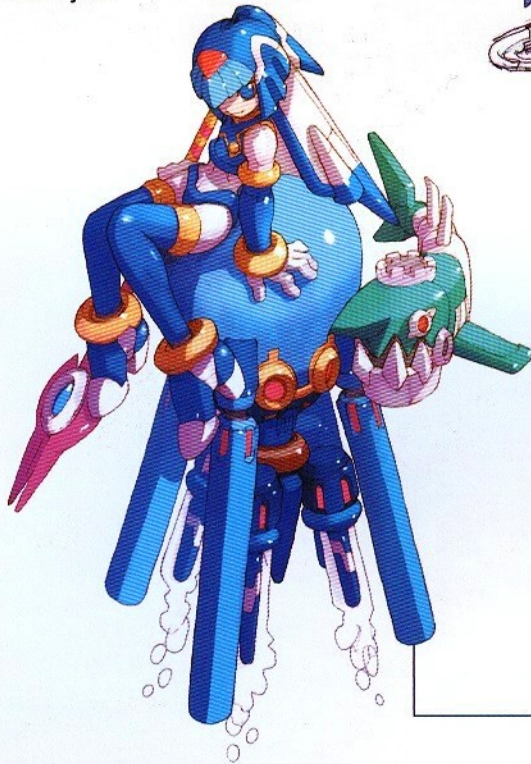
Mega Man Zero / Illustrated by Toru Nakayama



A submarine-type body seems an appropriate second form for a Reploid who prefers water. In this form, her excellent underwater fighting capabilities are enhanced even further.



Mega Man Zero / Illustrated by Toru Nakayama



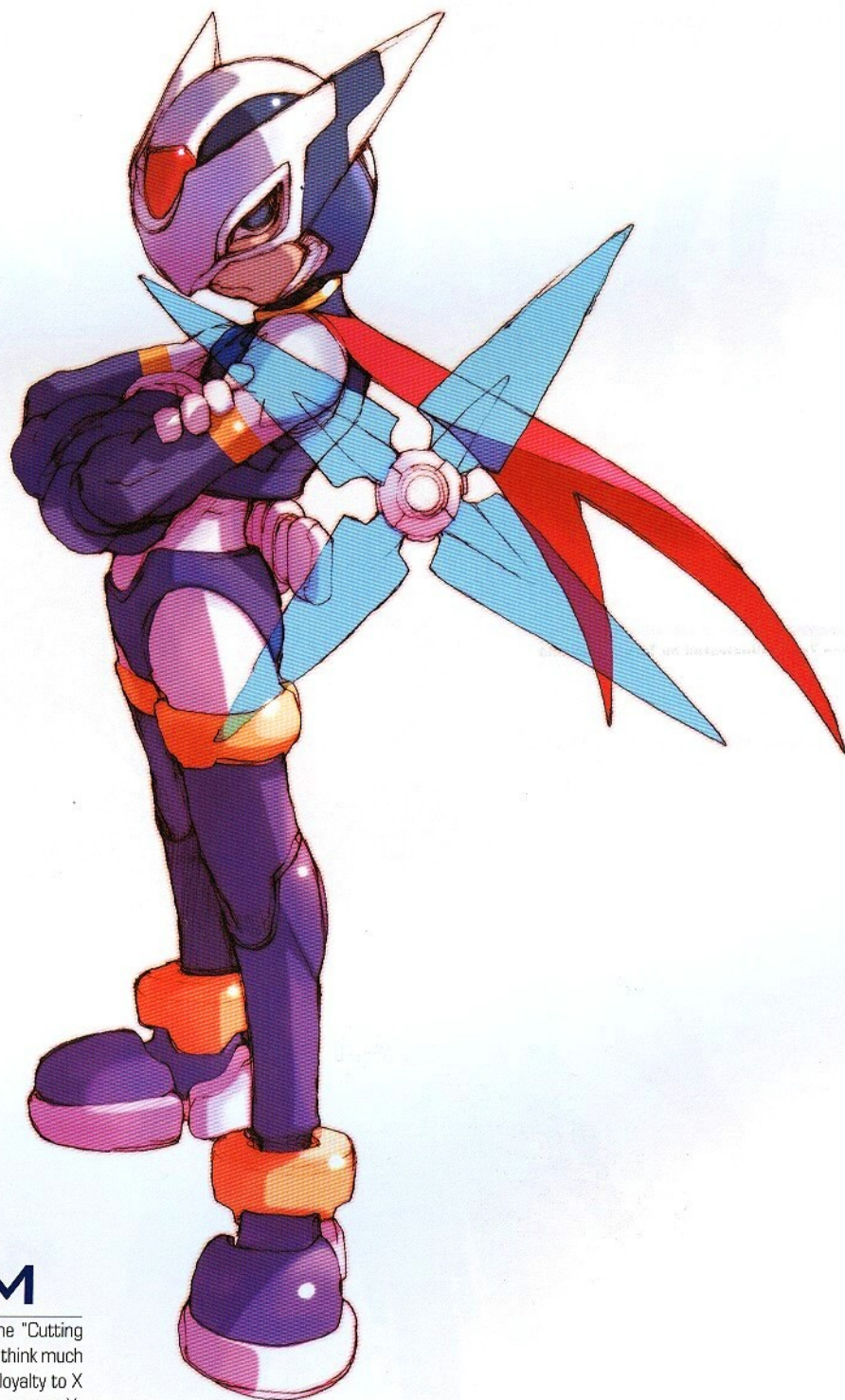
An illustration for Leviathan's mini-game from Zero 3, "Pokie Pokie the Fishies," where Leviathan destroys aquatic Mechaniloids with her signature halberd.

Mega Man Zero 3 / Illustrated by Toru Nakayama

PHANTOM

OUTDATED ONE...

YOU ARE NOT NEEDED IN THE NEW WORLD!

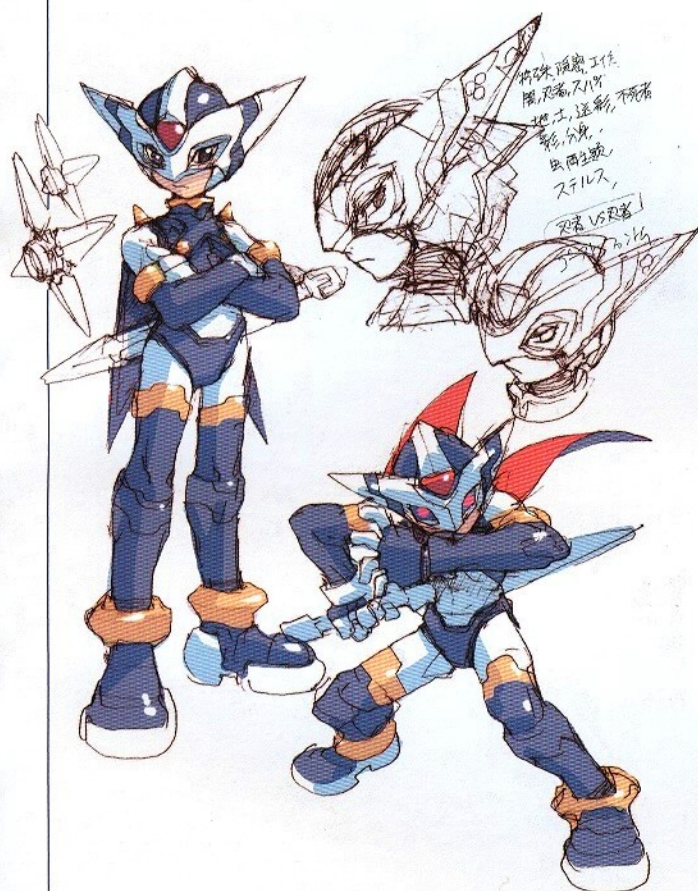


THE EBONY ILLUSION
STEALTHY COMMANDER

PHANTOM

Leader of the anti-Resistance intelligence unit, the "Cutting Shadow Squadron." The other commanders do not think much of Phantom and his calm, quiet demeanor, but his loyalty to X is unwavering. Phantom feels no mercy for any who oppose X. Upon his defeat at Zero's hands, Phantom self-detonates in a desperate attempt to take Zero with him. Since then, only his spirit has remained, lost in Cyberspace.

Mega Man Zero / Illustrated by Toru Nakayama



Mega Man Zero / Illustrated by Toru Nakayama



Phantom's second form was never implemented into the games, so these rare conceptual sketches are the only records of this transformation-capable war machine.



An illustration for Phantom's mini-game "Stealthy Throwing Stars" from Zero 3, where the player takes control of Phantom and tries to maneuver him across floating throwing stars.

Mega Man Zero 3 / Illustrated by Toru Nakayama

COPY-X

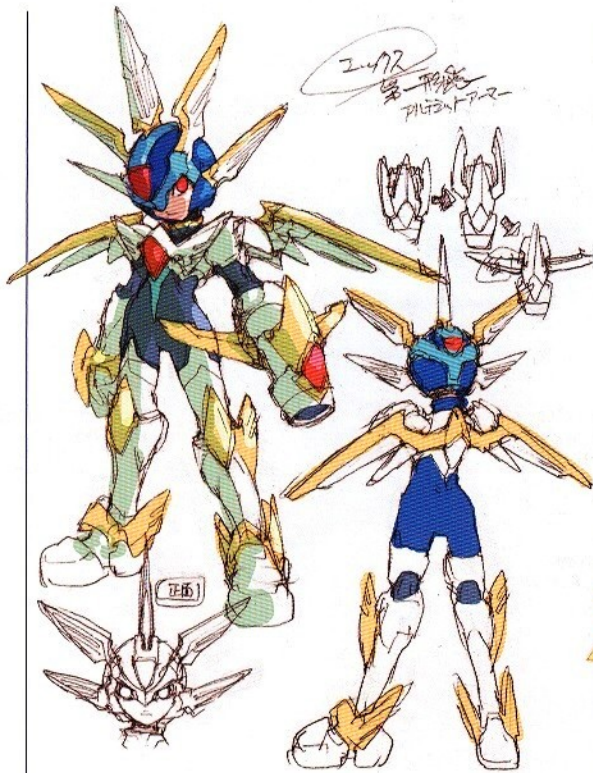
YOU ARE AN INTERESTING INDIVIDUAL,
AS I THOUGHT YOU MIGHT BE.



COPY-X

A Reploid based on X's DNA, Copy-X governed Neo Arcadia after X sacrificed his body to seal Dark Elf. When faced with the energy shortage, he labeled innocent Reploids as Mavericks and, as the leader of Neo Arcadia, ordered his subordinates to begin destroying them with extreme prejudice.

Mega Man Zero / Illustrated by Toru Nakayama



Mega Man Zero 3 / Illustrated by Toru Nakayama



The biggest difference between the original X and his copy are the wings sprouting from Copy-X's back for both his first and second forms. The three different kinds of energy being emitted from his buster represent his ability to use all three elemental types.

Mega Man Zero / Illustrated by Toru Nakayama

ELPIZO

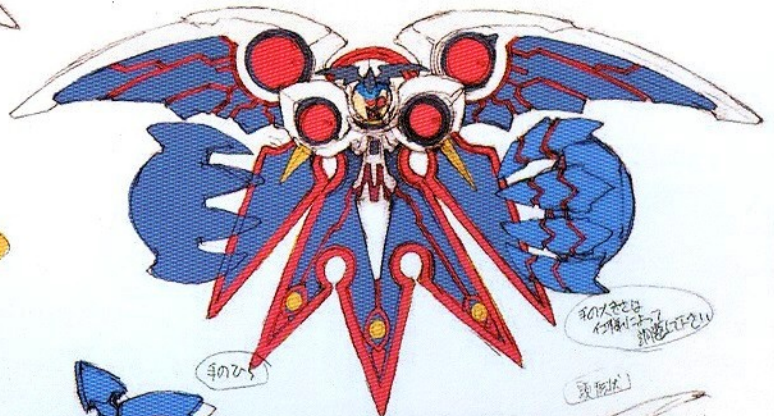
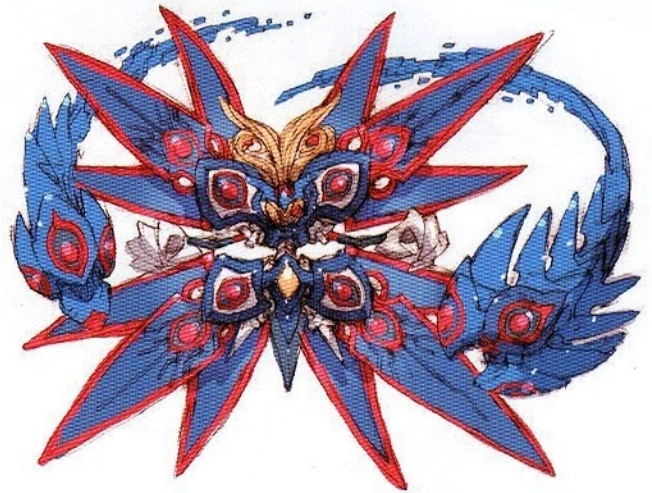
I COULDN'T HAVE DONE IT
WITHOUT CIEL...



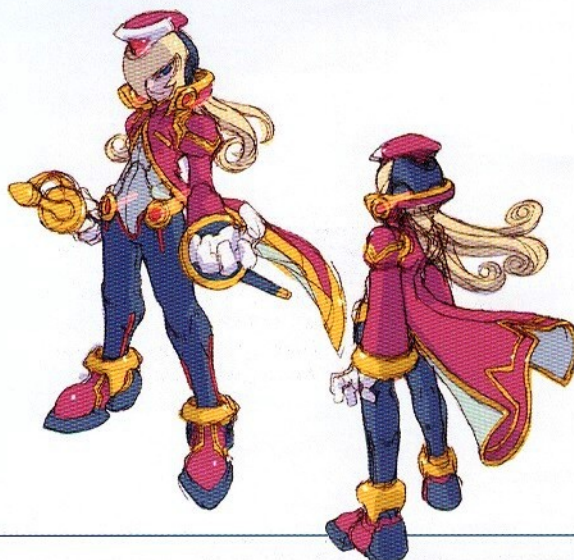
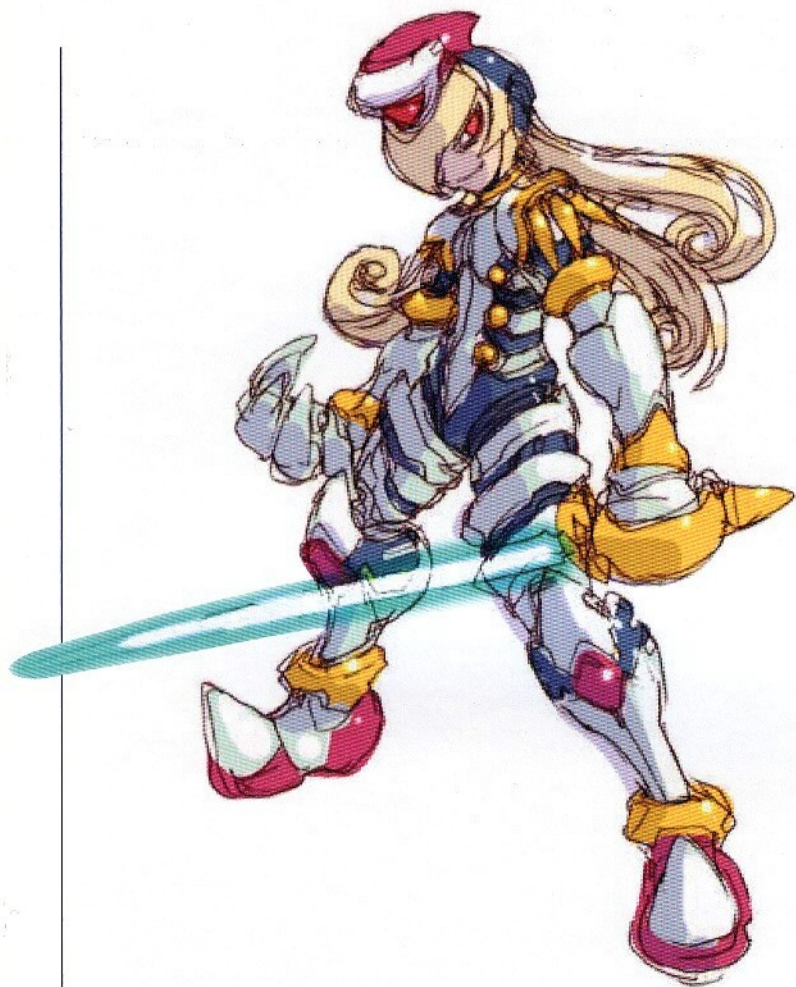
ELPIZO

A Reploid exiled from Neo Arcadia, Elpizo joins the Resistance and acts as a substitute commander for Ciel while she devotes herself to the development of a new energy source, but is tempted by Dark Elf's vast power and runs amok.

Mega Man Zero 2 / Illustrated by Toru Nakayama



Illustrations of Elpizo's physical transformation after letting himself be consumed by Dark Elf's power. With the destruction of X's body, Dark Elf was released. The drawing at the top left shows Dark Elf behind Elpizo.



More detailed sketches of Elpizo's hair and collar design.
The mark from Isos and Pasos' sleeves is also shown
more clearly.

DARK ELF



Wings like those of other Cyber Elves are visible on either side of Dark Elf's face.



DARK ELF

Her true name is Mother Elf. X used her ability to turn Mavericks back into normal Reploids to bring an end to the Maverick Wars. Some time later, she was stolen, cursed, and used by Weil to start the Elf Wars.

OMEGA

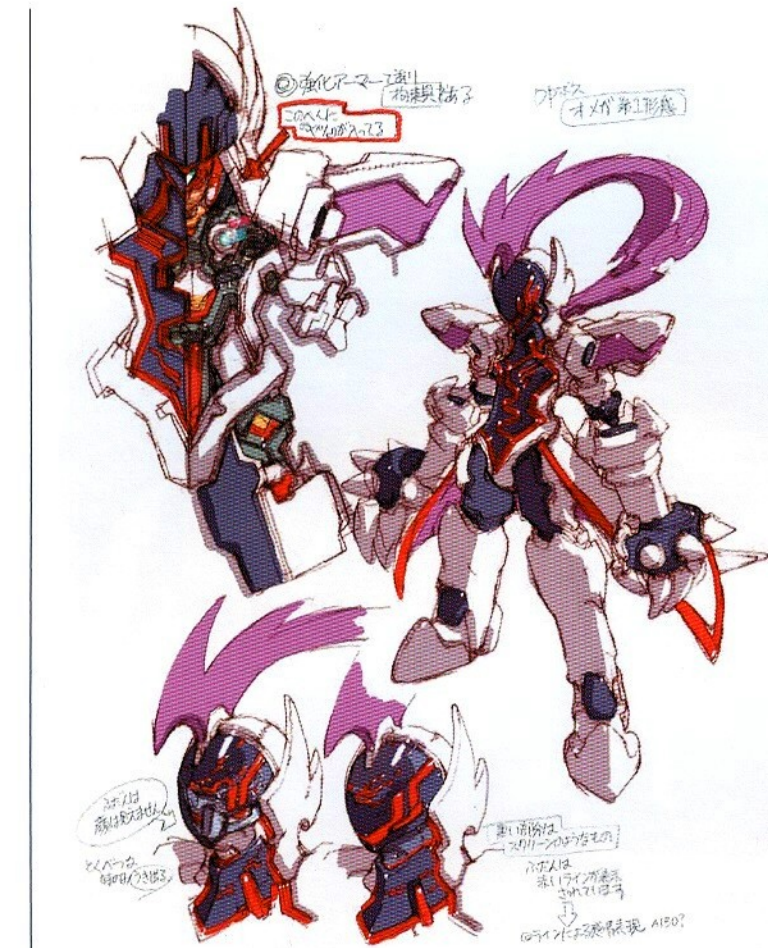


OMEGA

A huge Reploid exiled into space after he wreaked destruction in the Elf Wars over a century ago. Omega is actually Zero's original body, and was used to evil, destructive ends by Weil during the Elf Wars. Omega returns to Earth when his spacecraft crash lands, and is controlled a second time by Weil. This time, however, Zero destroys his original body once and for all.



Sketches of Omega's first form. It is indicated here that the armor covering the body has a dampening effect to contain the overwhelming power within.



Full body sketch of Omega's second form. We get a true sense of his immensity when compared to Zero, who we can see at his feet. Omega's appearance is a combination of X, Zero, and Dark Elf.

WEIL

...THOUGH MY BODY
APPEARS THUS...
I AM STILL HUMAN...!



Mega Man Zero 3 / Illustrated by Hirokatsu Maeda



Mega Man Zero 4 / Illustrated by Hirokatsu Maeda

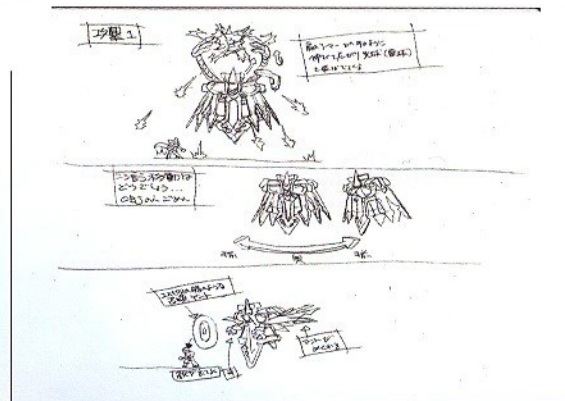
WEIL

Formerly a scientist studying Reploids at Neo Arcadia like Ciel, he was a leader in the field of Reploid recovery and resurrection. Charged with the crime of instigating the Elf Wars through Dark Elf and Omega, he was exiled from Neo Arcadia. Eventually, he resurrects Copy-X after Zero defeats him and takes over Neo Arcadia. It is there that he sets Operation Ragnarok into motion, with the goal of using a space weapon known as Ragnarok to obliterate "Area Zero," the only area where nature has managed to thrive again after the wars, and a symbol of hope to the human caravan that has fled there.



Weil merges with Ragnarok to become this sinful abomination of a second form. An illustration of his confrontation with Zero is included.

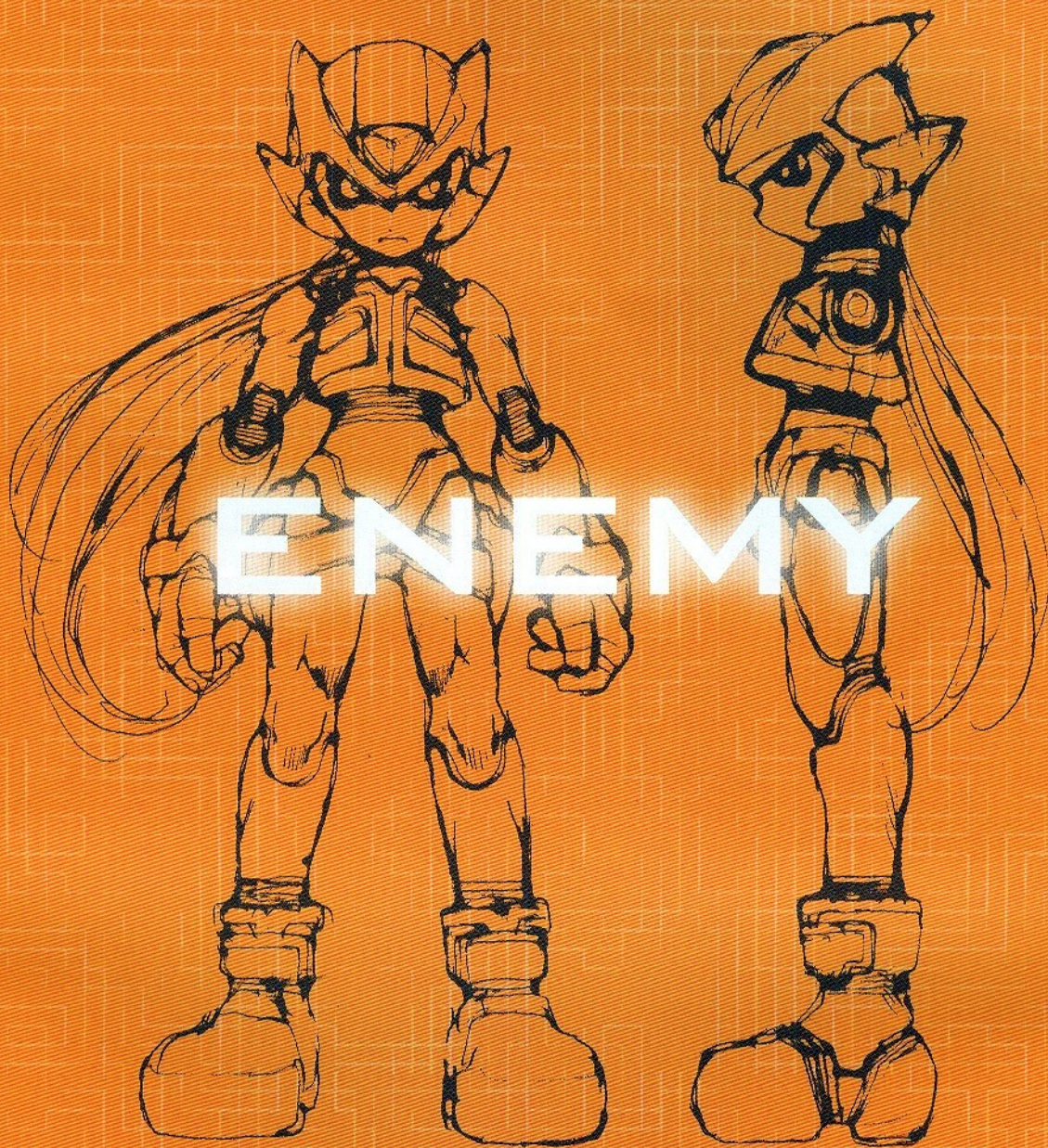




Mega Man Zero 4 / Illustrated by Hirokatsu Maeda



Three different designs – young, middle-aged, and elder – were proposed for Weil's character. The final design of Weil was based on the elder character concept.



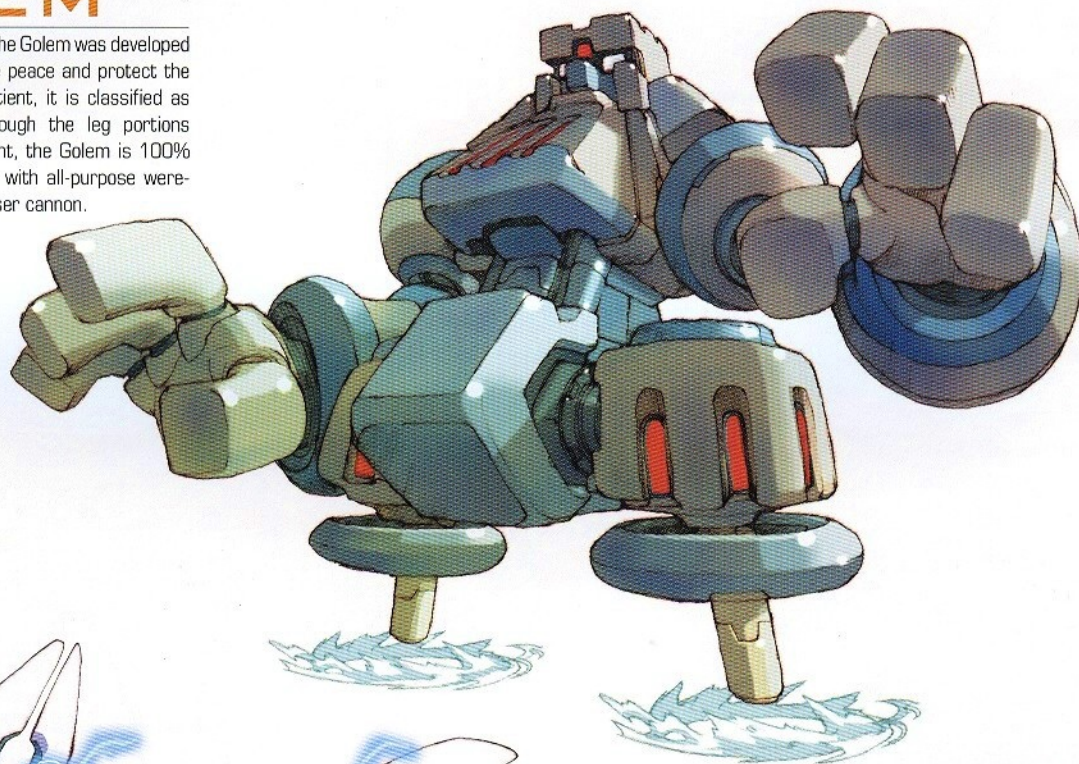
BOSS ENEMY -ZERO-

Here we take a look at the bosses from the first Zero game. Where possible, we included a screenshot of both the boss' EX Skill and their "splitting slice" graphic, seen when Zero deals the finishing blow with the Z-Saber.

NEW, SPEEDY MASS-PRODUCTION
PATROL UNIT - MODEL A

GOLEM

A symbol of Neo Arcadia, the Golem was developed as a guardian to keep the peace and protect the citizens. As it is not sentient, it is classified as a Giant Mechaniloid. Though the leg portions are still under development, the Golem is 100% operational and is loaded with all-purpose weapons and a large-scale laser cannon.



Illustrated by Toru Nakayama



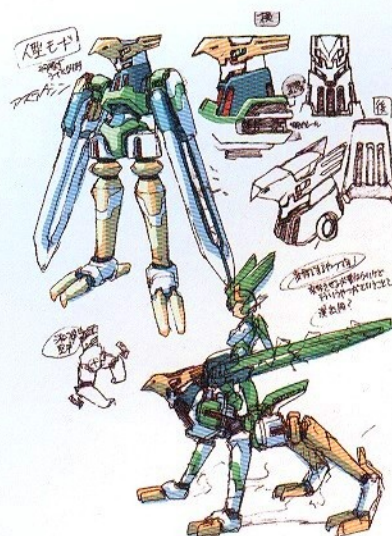
EX SKILL
Lightning Fall

SPLIT IN HALF
GRAPHIC



THE ULTIMATE BIRD, SPARKING WITH LIGHTNING AZTEC FALCON

A Mutos Replid under Harpuia's command. Aztec Falcon acts as warden and executioner to all Replids accused of being Mavericks. Under Copy X's harsh laws governing Replids in the wake of the energy crisis, there are no known cases of a Replid being judged innocent and released once they have been arrested.



Illustrated by Toru Nakayama

BIG, HARD BALL GENIE

MAHA GANESHARIFF

The Mutos Reploid responsible for the storage and distribution of information for the Deep Sea Squadron lead by Leviathan. To help ensure the security and integrity of the data Maha Ganeshariff handles, he was built to be a data server that can not only transport information, but defend itself if necessary. With valuable servers as innards, his outer body was built as a large, solid shell to protect their contents.



EX SKILL
Tuskorang

SPLIT IN HALF
GRAPHIC

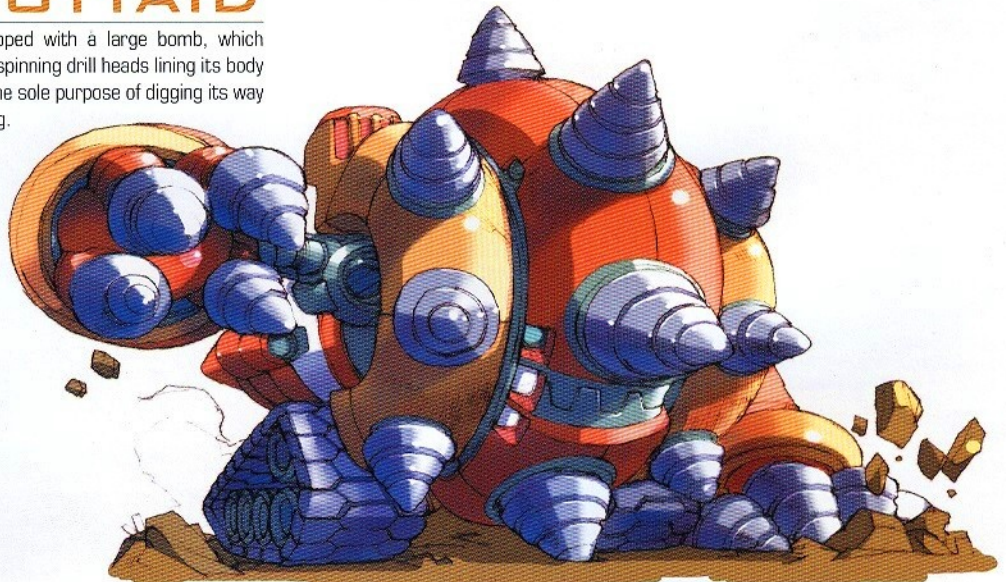
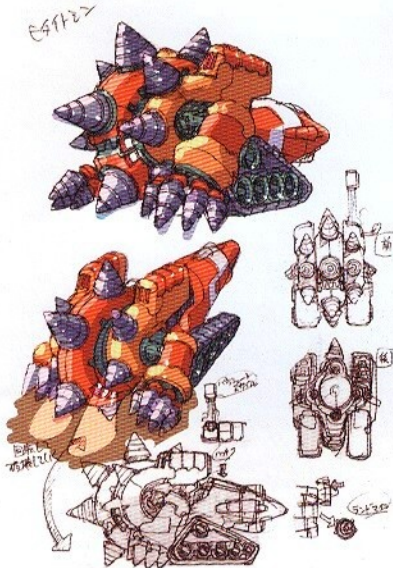


Illustrated by Toru Nakayama

ENRAGED, SELF-DELIVERING
TORPEDO HEAD

HITTITE HOTTAID

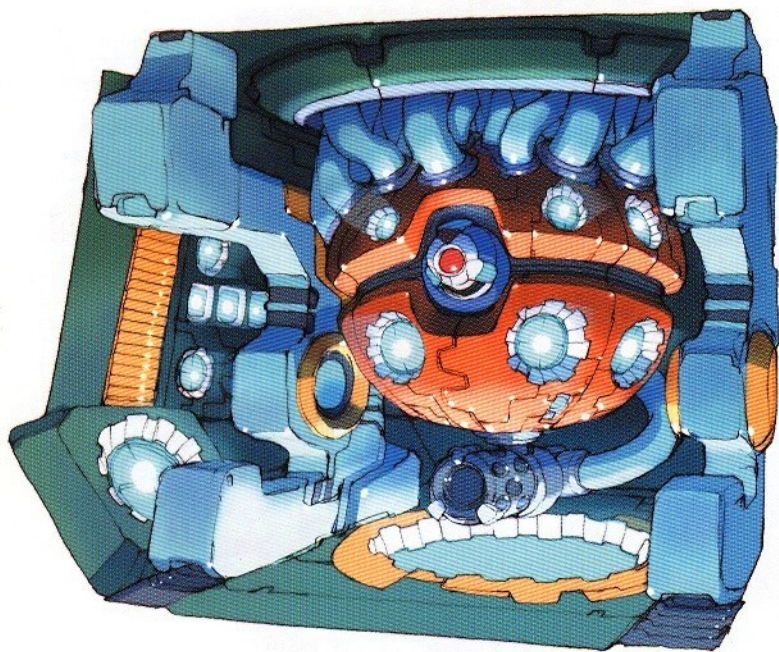
An underground mining Mechaniloid equipped with a large bomb, which allows it to double as an assault tank. The spinning drill heads lining its body keep most attacks at bay. It was built for the sole purpose of digging its way to the Resistance Base and self-destructing.



EX SKILL
Last Battalion



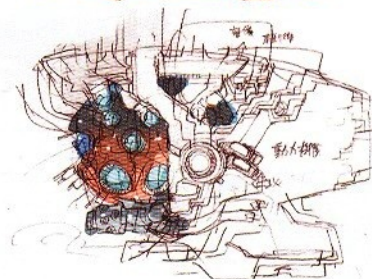
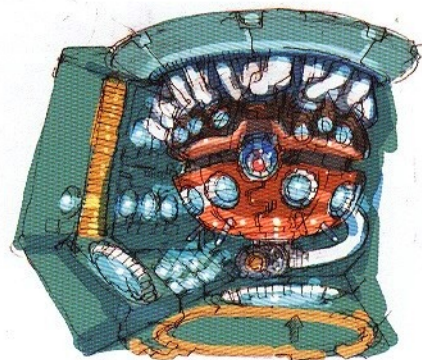
Illustrated by Toru Nakayama



EXPRESS BRAIN

PANTHEON CORE

The central brain managing all of the train routes for goods and military units into Neo Arcadia. Even in the event of an emergency, the Pantheon Core can immediately transmit new routes to the nearby terminal brains to avoid even the smallest of schedule delays. When dealing with unauthorized personnel, it launches a sophisticated, specific attack on the intruder. However, this narrowly-focused design is, at times, its own vulnerability.



EX SKILL Brain Pressure

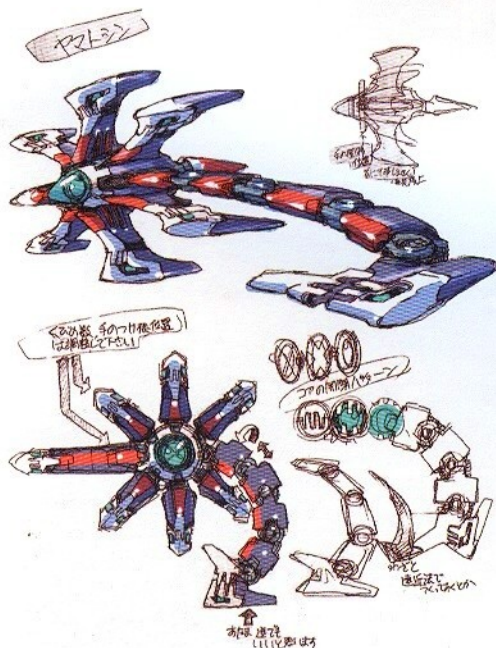


Illustrated by Toru Nakayama

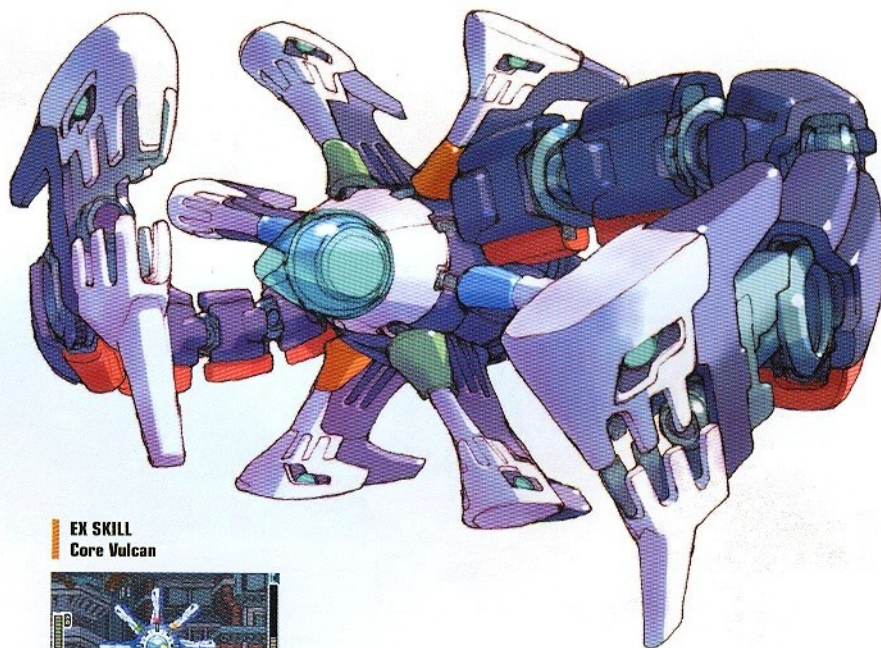
THE INVINCIBLE GUARDIAN PYTHON

GUARD OROTIC

A giant Mechaniloid used to lay siege to a factory that played a vital role in the Resistance's everyday operations, and served as a shelter for runaway Reploids avoiding persecution. It was originally built as a rescue Mechaniloid specializing in extinguishing fires and clearing landslides.



EX SKILL Core Vulcan



Illustrated by Toru Nakayama

REDEMPTION LORD OF THE UNDERWORLD

ANUBIS NECROMANCESS III

A Mutos Reploid that came about as the result of an undamaged heart unit regenerating through the use of nanobots and declaring itself "the third." Anubis Necromancess III served as a medical supporter and undertaker for Valiant Commander Fefnir's Operation Scorched Earth.



Illustrated by Toru Nakayama

EX SKILL
Staff Roll



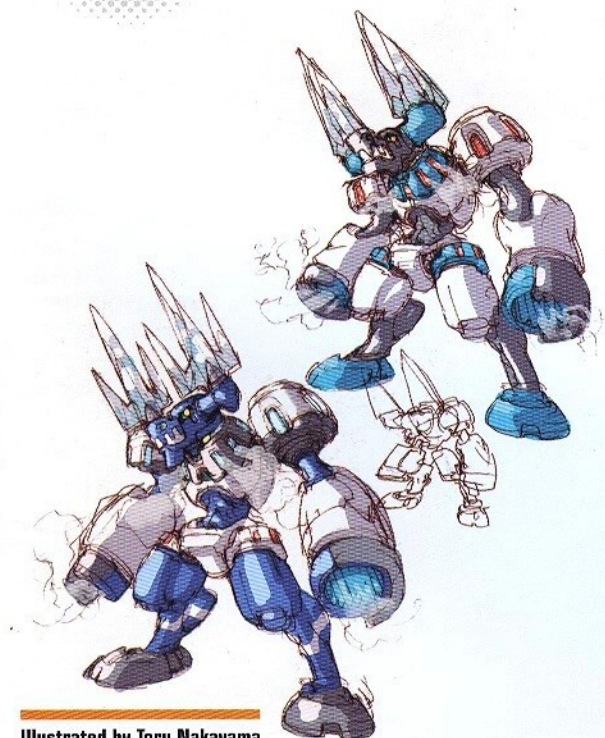
SPLIT IN HALF
GRAPHIC



CERVINE LORD OF ABSOLUTE ZERO

BLIZZACK STAGGROFF

A merciless Mutos Reploid that enjoys painfully dismantling captured Reploids under the guise of "questioning" them. The extremely low temperature produced by Blizzack can atomize anything, and can even turn oceans into blocks of ice.



Illustrated by Toru Nakayama

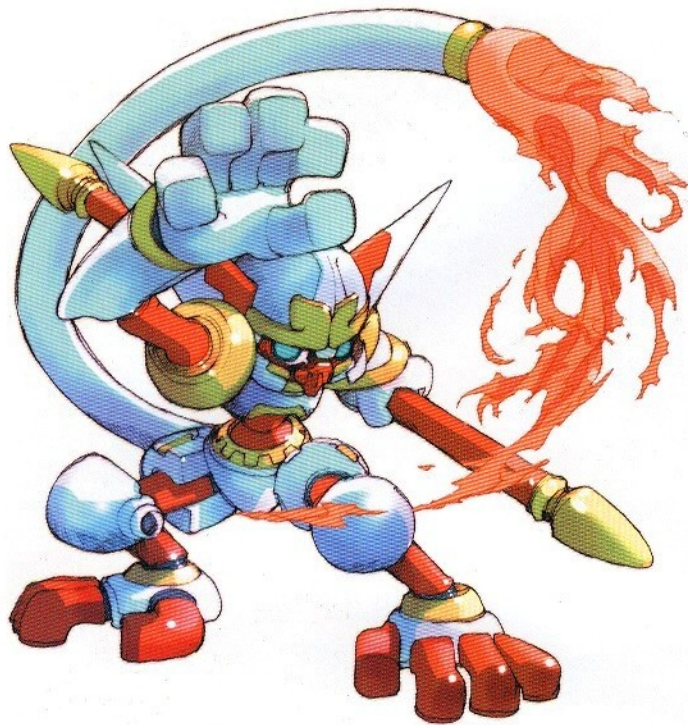


EX SKILL
Crystal Ice Beam



SPLIT IN HALF
GRAPHIC





SUPER MONKEY OF KNOWLEDGE HANUMACHINE

Formerly a Special Operations unit in the Cutting Shadow Squadron, Hanumachine revered his commander Phantom, who entrusted him with a secret assassination mission against Zero. Excelling at espionage, Hanumachine's preferred style of combat involves illusions, which he creates by dulling the sensory receptors of enemy Reploids. After Phantom was defeated, he joined Leviathan's squad.

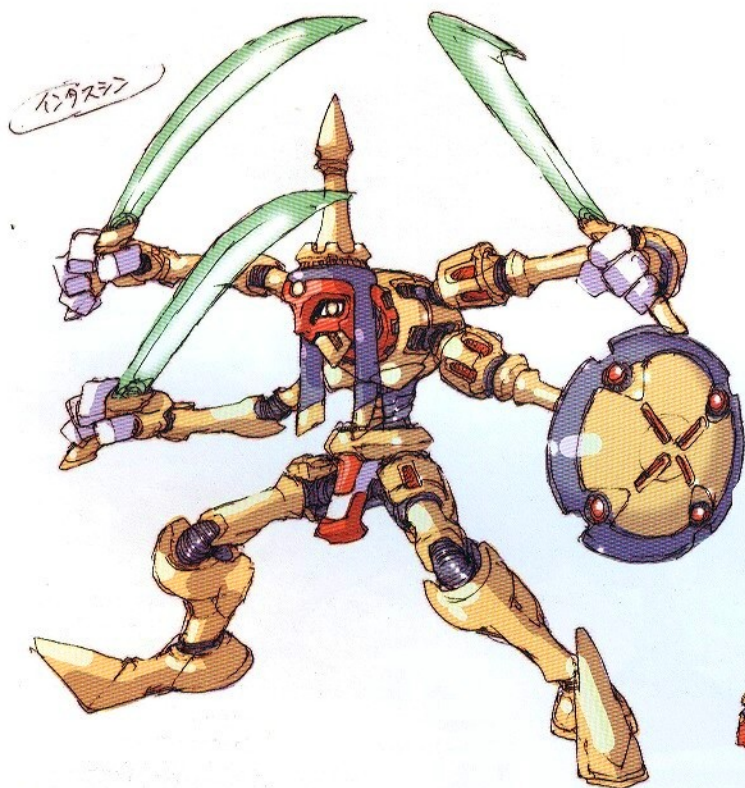
EX SKILL
Ukikiki



SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama



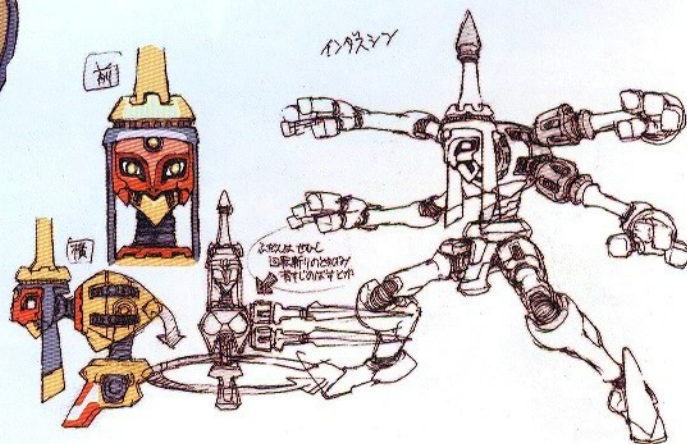
ASURA BAZURA

A four-armed Reploid that wields swords in three of its hands, and a buster-resistant shield in the fourth.

EX SKILL
Hell Juggler



SPLIT IN HALF
GRAPHIC



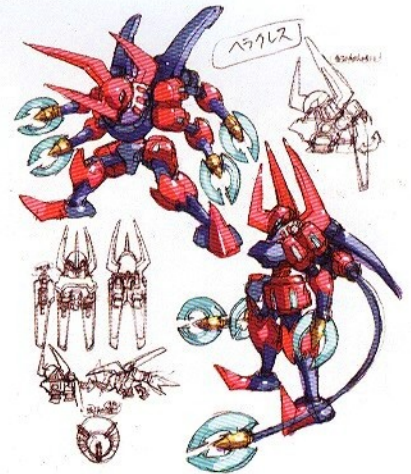
Illustrated by Toru Nakayama



LIGHTNING BEETLE

HERCULIOUS ANCHORTUS

A Reploid considered a hero, famous for accepting and successfully completing missions that most deemed impossible. With a very brazen personality that does not understand the concept of "retreat," his preferred method of attack is to simply rush his enemy in a straight line. Currently aligned with Harpuia's Strong Air Squadron, he is stationed in Neo Arcadia's guard tower.



Illustrated by Toru Nakayama

EX SKILL
Four-Armed Frenzy



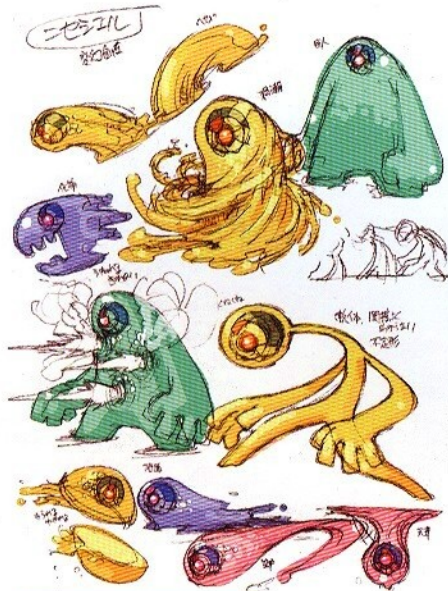
SPLIT IN HALF
GRAPHIC



THE NIGHTMARE BRIDGING EMPTINESS

RAINBOW DEVIL

With the ability to shape his liquid-metal body into many forms, he was considered the Cutting Shadow Squadron's secret weapon. By using these different forms, everything except for the transformation-controlling core - his only vulnerability - sinks into his body, rendering all but the most well-placed attacks useless. The details of his construction are shrouded in mystery, but it has been speculated that he was derived from the lost data of an ancient civilization.



Illustrated by Toru Nakayama



EX SKILL
Nightmare Blow

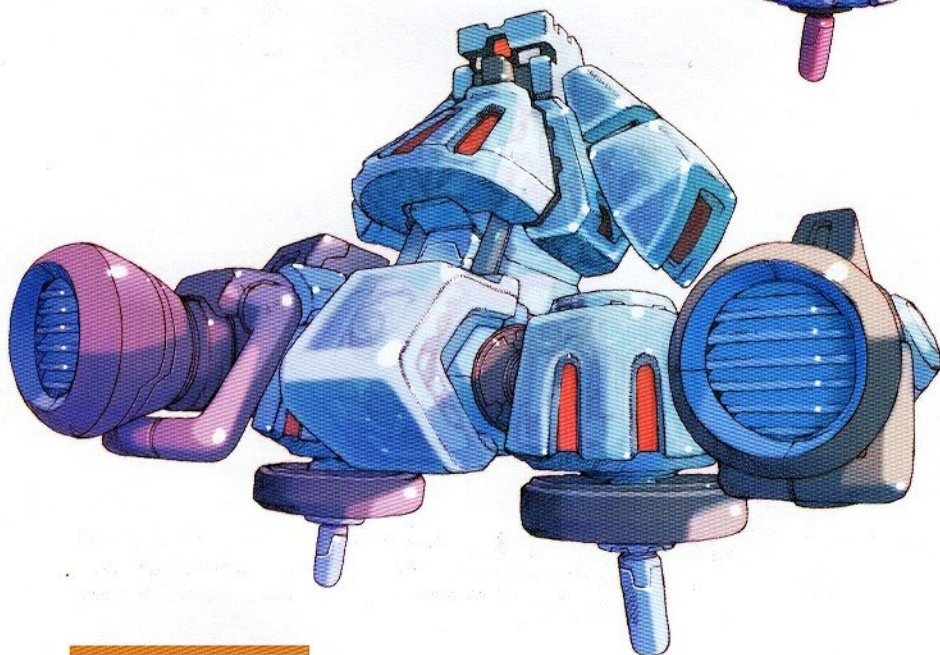
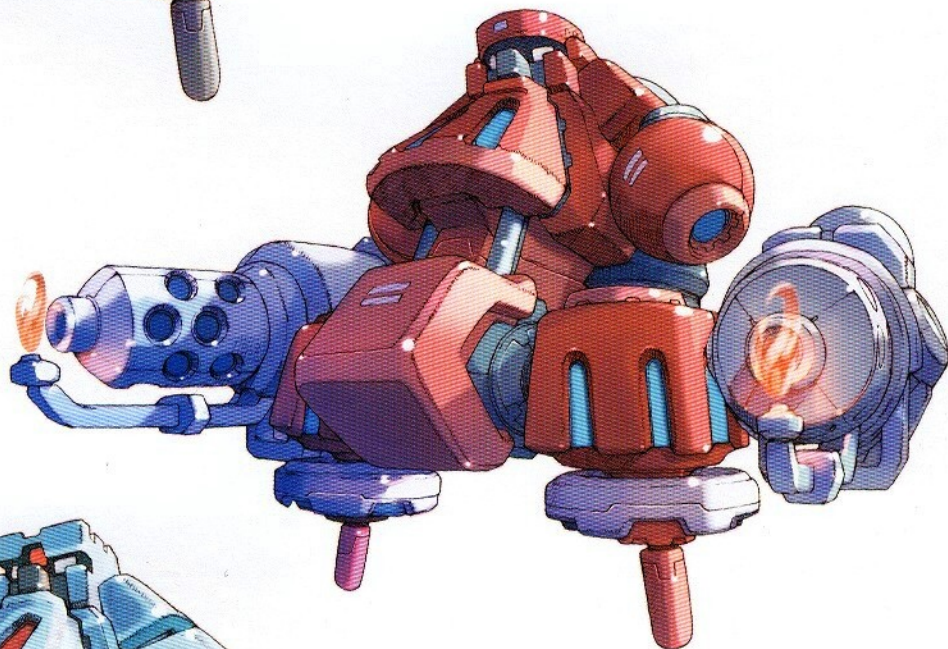
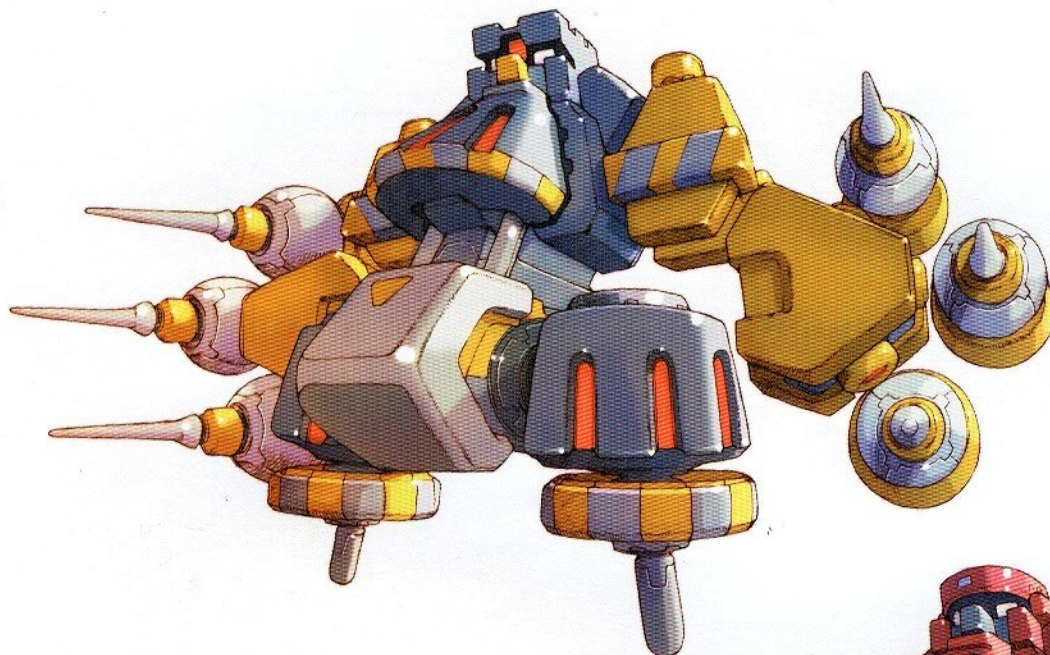


BOSS ENEMY -ZERO2-

Here, we display the illustrations of the bosses from Zero 2. The bosses have become more unique than those seen in the first Zero.

GOLEM TYPE E, F, I

Revamped versions of the Golem, they are each named for the type of elemental energy they wield. The Golem Type E is armed with electrical energy, the Type F model wields fire and can emit rings of flame at enemies, while ice-based attacks like snowballs and ice arrows are the specialty of the Type I variation.

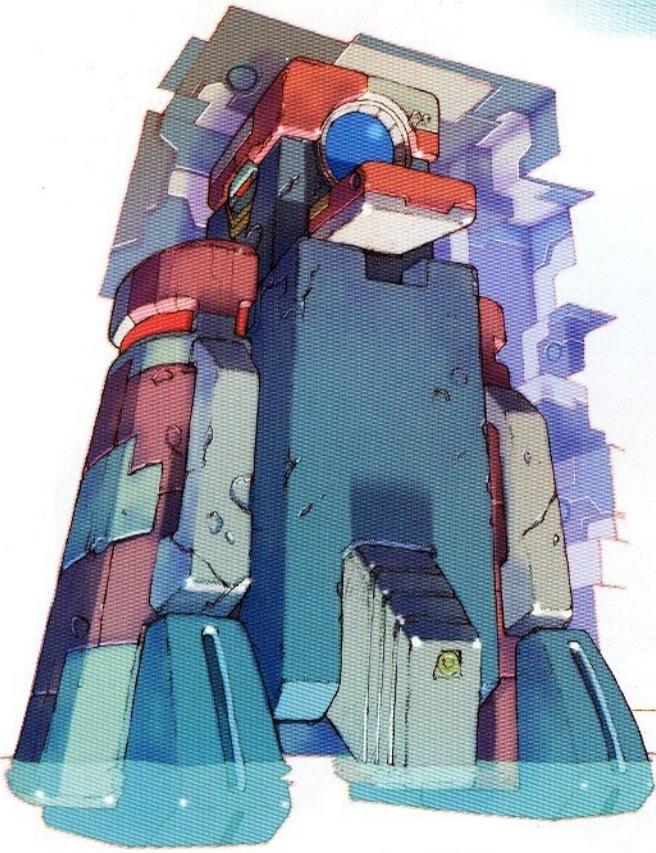


Illustrated by Toru Nakayama

PINOFEIL

A giant, wall-like Mechaniloid that guards the forest ruins. It attacks with bombs and can also fire lasers from its gigantic eye.

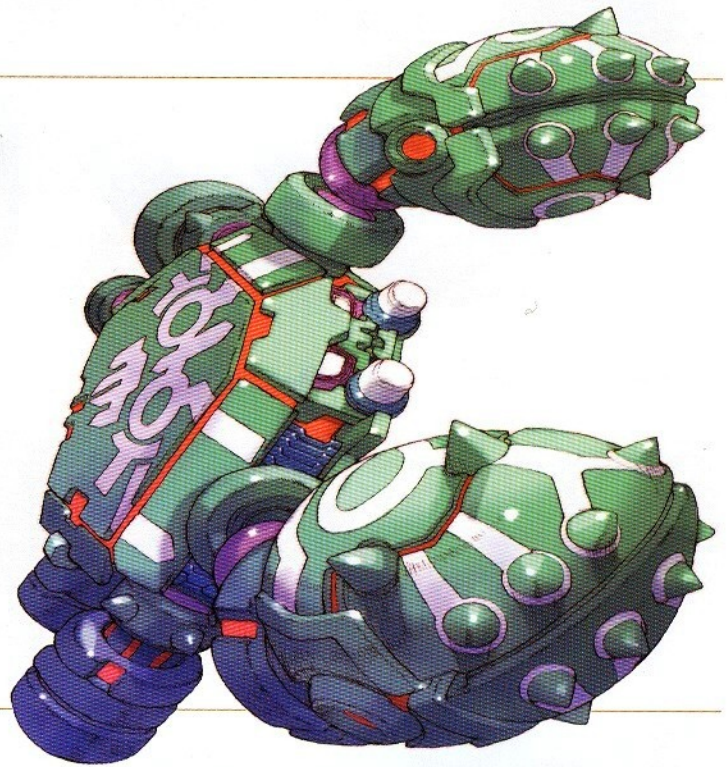
Illustrated by Toru Nakayama



GAZAMEIL

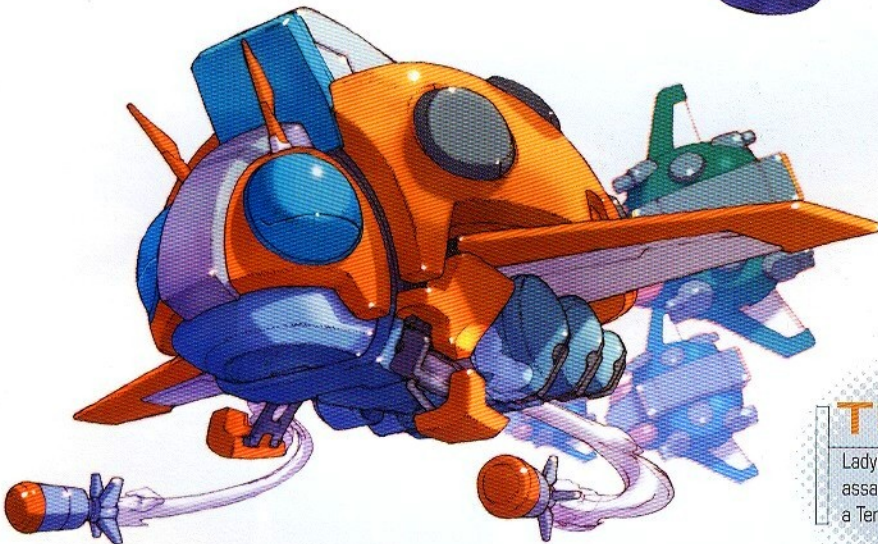
These crab-like Mechaniloids can be found on the ladders in the power reactor. Zero is forced to fight these Mechaniloids while hanging onto said ladders, which can make things rather difficult. They will try to trap Zero in a pincer attack, and can shoot projectiles at him from their mouths.

Illustrated by Toru Nakayama



TENTOLAUNCHER

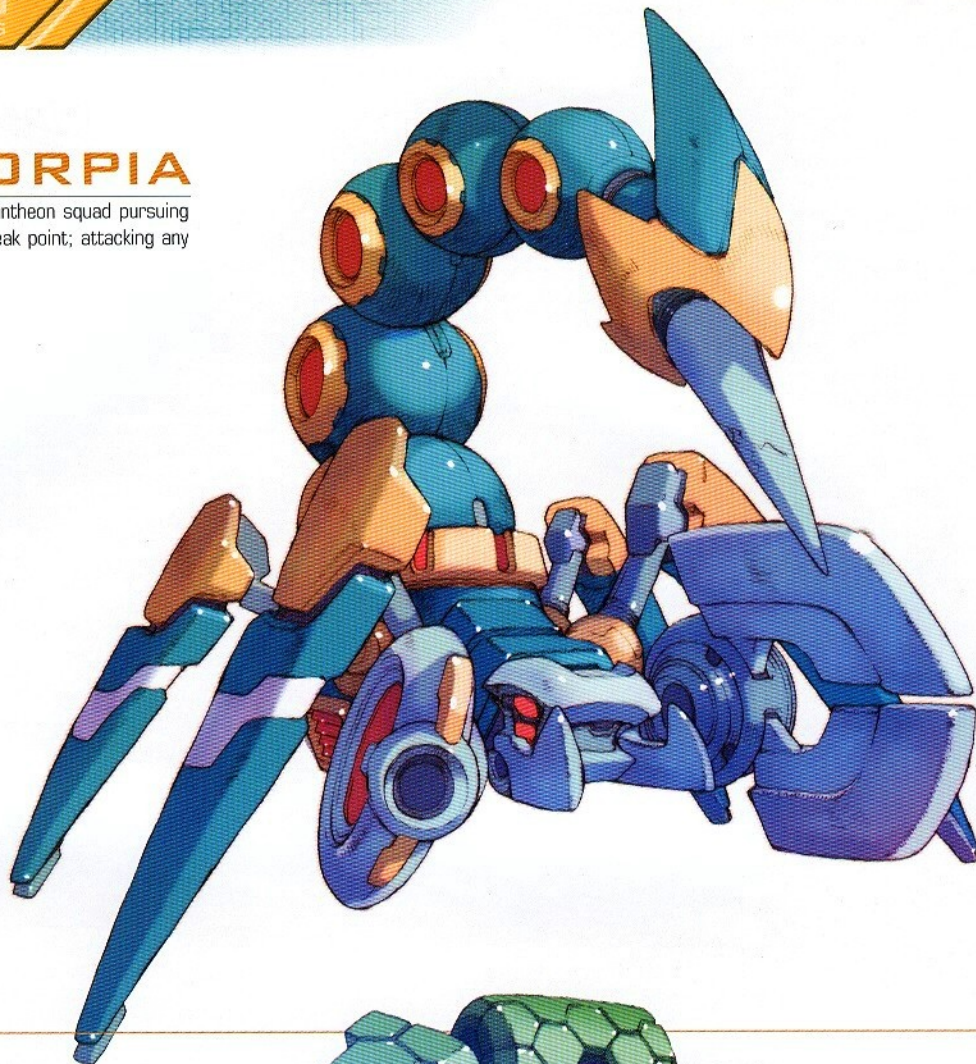
Ladybug-shaped transport Mechaniloids appearing in the bombing assault against the Resistance Base. A small bomber itself, a Tentolauncher attacks by dropping bombs attached to its front half.



Illustrated by Toru Nakayama

MEGA SCORPIA

A Mechaniloid brought in to assist the Pantheon squad pursuing Zero in the desert. Its head is its only weak point; attacking any other part of it proves futile.



Illustrated by Toru Nakayama

THE SHINOBI SERPENT OF
THE HIDDEN FOREST

HYLEG OUROBOCKLE

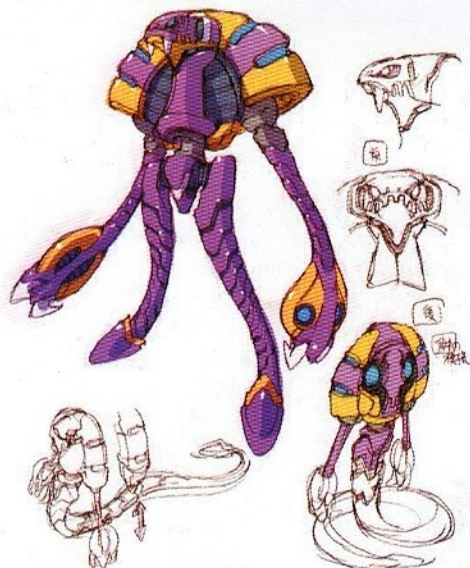
Originally one of the ex-Guardian Phantom's followers. Hyleg is on constant guard duty and always watching for infiltrators in the Forest of Dysis and its ruins. In battle, he executes combination attacks with his giant snake Mechaniloid, Altroid.



EX SKILL
Laser Shot



SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama

THE ALPHA BEAR OF
THE ICE BLADE

POLER KAMROUS

The Mutos Reploid in charge of a computer database in the South Pole that controls Neo Arcadia's defense system. One of Leviathan's underlings, he uses a move called the "lashing claw," one of the most devastating moves of all the Mutos Reploids.



EX SKILL
Triple Shot



SPLIT IN HALF
GRAPHIC

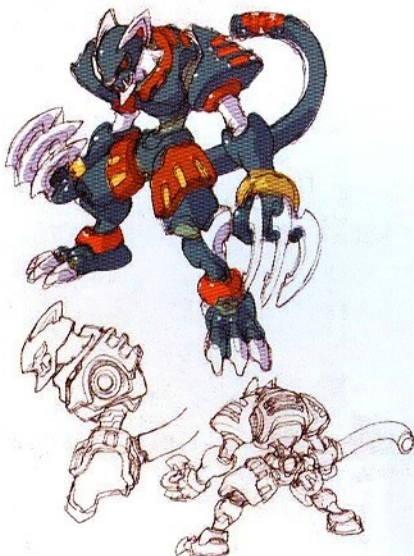


Illustrated by Toru Nakayama

THE BLACK PANTHER
OF LIGHTNING

PANTER FLAUCLAWS

A Reploid under Harpuia's command, he has the ability to produce shockwaves. Modeled after a black panther, his speed allows him to toy with his prey before finishing them off with a one-hundred-million-volt electrical charge.



EX SKILL
Spark Shot



SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama

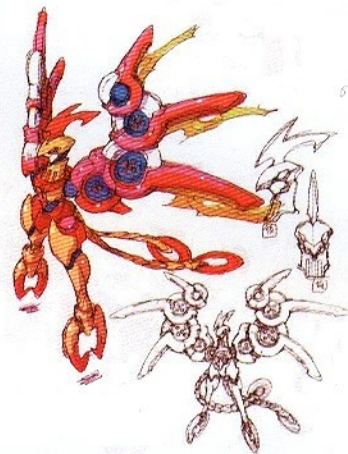


Illustrated by Toru Nakayama

FIRE GOD OF ILLUSION

PHOENIX MAGNION

Formerly one of Phantom's underlings, he is now serving Fefnir after Phantom's death. He leads the guard patrol unit for the power reactor that supplies electricity to a Neo Arcadian arms factory. In battle, he specializes in fire-based attacks, which he launches at his enemies after confusing them with illusions.



EX SKILL
Heaven Rising Cut



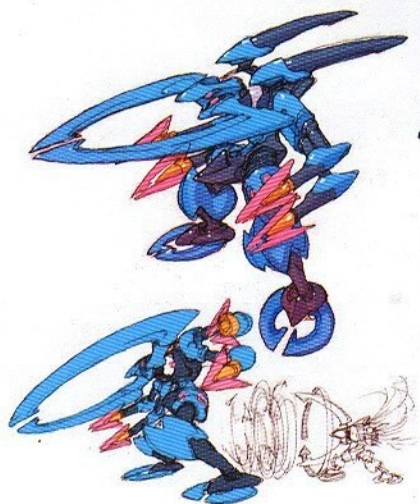
SPLIT IN HALF
GRAPHIC



THE WIND GOD
OF FINGER ATTACKS

KUWAGUST ANCHUS

Because he was built with the same technology as Herculous Anchortus, they are known as brother Reploids. He is part of Harpuia's Strong Air Squadron, and has a stubborn righteousness to him that his brother greatly admires.



EX SKILL
Rotating Fang Thrust



SPLIT IN HALF
GRAPHIC



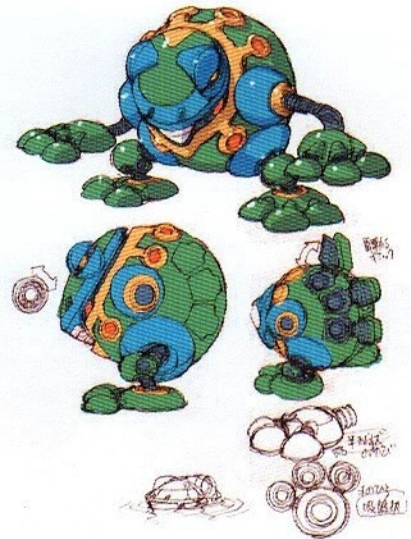
Illustrated by Toru Nakayama



GUARDIAN IN
THE TREE'S SHADOW

BURBLE HEKELOT

Formerly of Phantom's Cutting Shadow Squadron, he is now guarding the Forest of Notus by order of Harpuia. A frog-shaped Mutos Reploid, he does not get along with Hyleg Ourebockle, who also used to be in the late Phantom's squadron.



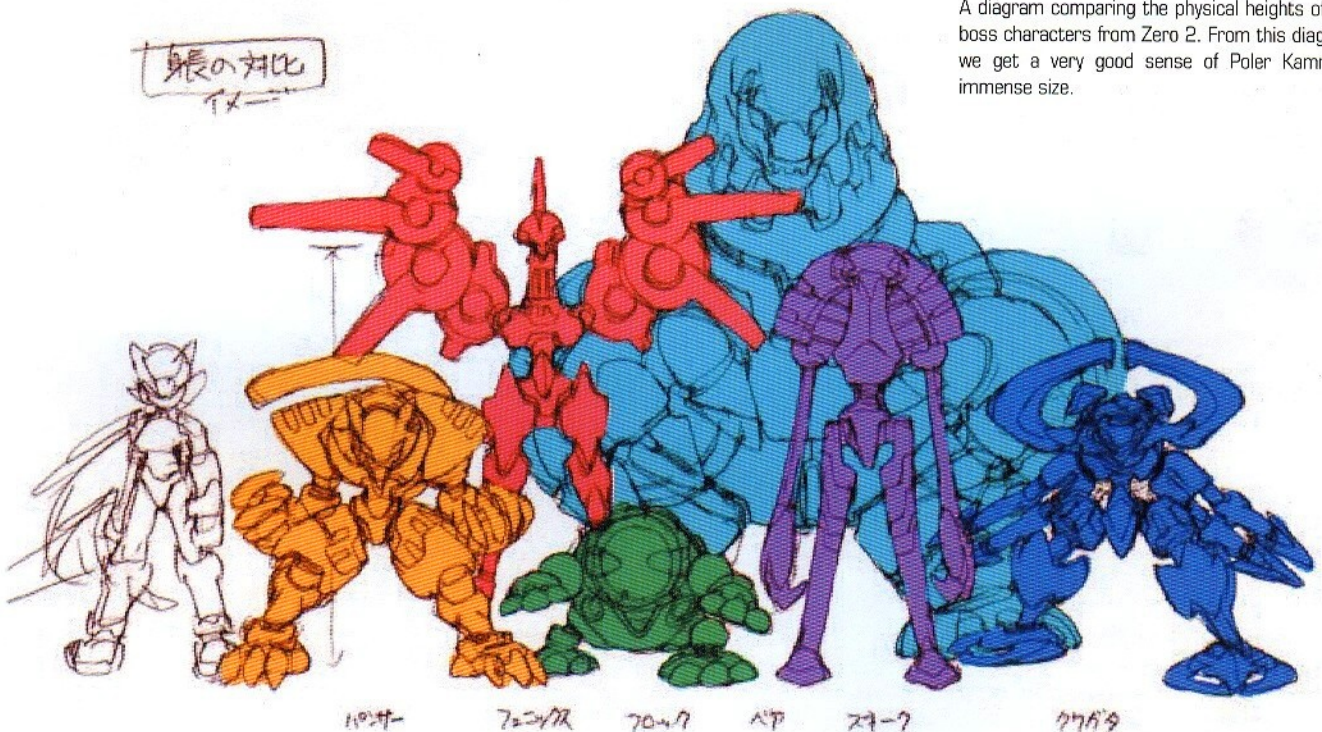
EX SKILL
Energy Chain



SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama



A diagram comparing the physical heights of the boss characters from Zero 2. From this diagram we get a very good sense of Poler Kamrous' immense size.

Illustrated by Toru Nakayama

BOSS ENEMY -ZERO3-

Weil's twisted investigators, known collectively as "Weil's Numbers." Here we will introduce each of them in both their normal and combat forms.

MANDALA FIRE- CRUMBLING DRAGON

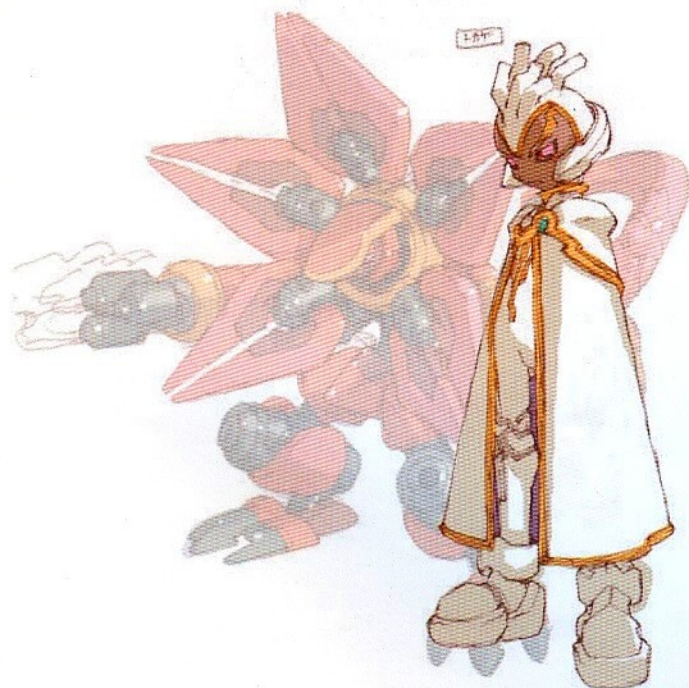
BLAZIN' FLIZARD

The result of Weil corrupting a Reploid originally made for working in volcanoes and other extremely hot places and turning it into a combat machine. Able to detach the reflector mirrors around his neck and tail, he will attack by throwing them. Perhaps due to his origins and despite the fact that he is a fire-based Reploid, he displays a very cool and calm personality. As such, he does not get along with Inarabitta at all.

EX SKILL Burst Shot



SPLIT IN HALF GRAPHIC



The details of his detachable collar are drawn in great detail. He also seems capable of launching fire from all over his body, and we can see smoke rising from his right fingertips.

Illustrated by Toru Nakayama





DEATH RABBIT OF FROSTBITE

CHILDRÉ INARABITTA

A Reploid specializing in rapid movement. Its cold, ice-based abilities were initially for preventing overheating. By spraying his surroundings with a freezing mist, he freezes his enemies before launching a blade of ice. He may look like a small, young boy, but he is one of the most brutal and violent of Weil's Numbers.

EX SKILL
Throw Blade



SPLIT IN HALF
GRAPHIC



The large ears relative to his small body are very striking attributes. His earpieces create blades of ice to throw at enemies, and are therefore constantly producing cold air.

Illustrated by Toru Nakayama





PARALYZING DEATH GOD

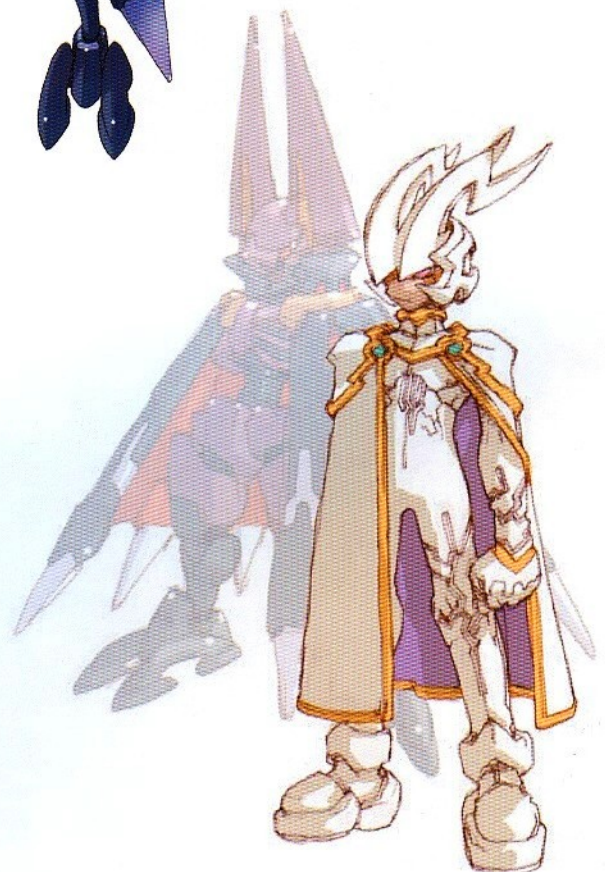
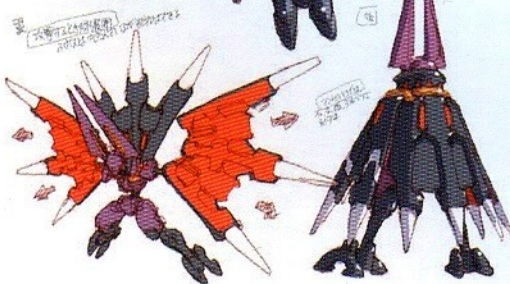
DEVILBAT SCHILT

He prefers to use his small observer units to gather information and learn everything about an opponent before engaging them in battle. He is most proficient with battle tactics that involve confusing his enemies' defenses. His Wing Binder has an electrical deflector shield that boasts a high defense.

EX SKILL
Saber Smash



SPLIT IN HALF GRAPHIC



His wings, which can protect him from any attack, are drawn in great detail. The horn-like parts on his head can emit lightning.

Illustrated by Toru Nakayama

PRIEST OF
THE KILLING BLADE

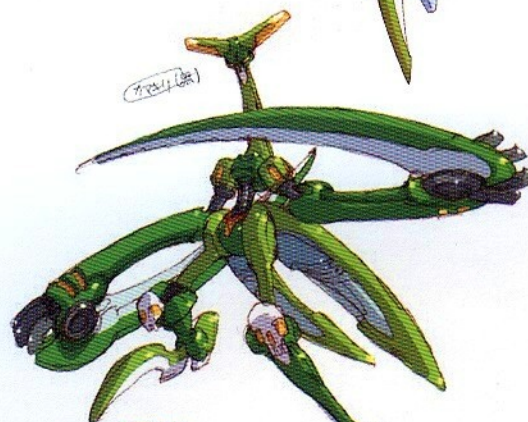
DEATHTANZ MANTISK

A Reploid developed more for execution than battle. In his combat proficiency evaluations, he cut 20 experimental test machines in half within five minutes. His skills were so highly regarded that he was given an especially durable blade sharpened at the atomic level, called the "Grim Reaper's scythe." The blade earns its namesake through the numerous dead left in its wake.

EX SKILL
1000 Slash



SPLIT IN HALF
GRAPHIC



Mantisk's eyes are not where you would normally find the eyes on a praying mantis. His tiny face is located at the center of the top of his neck.

Illustrated by Toru Nakayama



FOXY POISON OF
A HUNDRED SPIRITS

**CUBIT
FOXTAR**

Cubit Foxtar acts as the strategic advisor for Weil's Numbers. The capabilities of her nine remote-controlled combat machines include a smokescreen defense that utilizes a mirage effect. Though she enjoys confusing and angering others, she understands that a battle cannot be won with attitude alone.

EX SKILL
Soul Launcher



SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama

She prefers attacks that utilize her nine flaming projectiles. In the detailed sketch with the flaming projectiles, they are referred to as the "nine tail fires," and they truly do look like tails.

HIGH LORD OF
THE SUPER ICE BALL

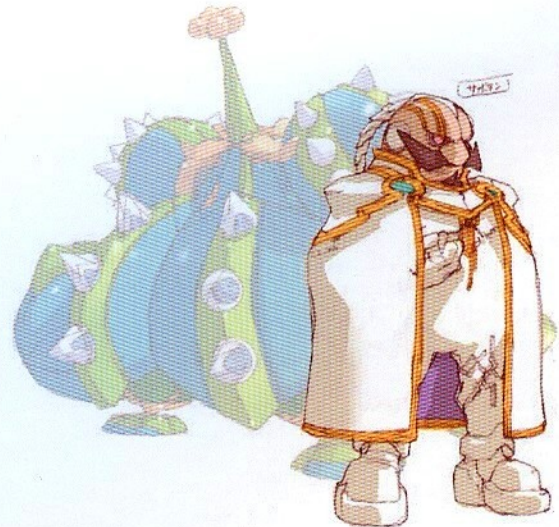
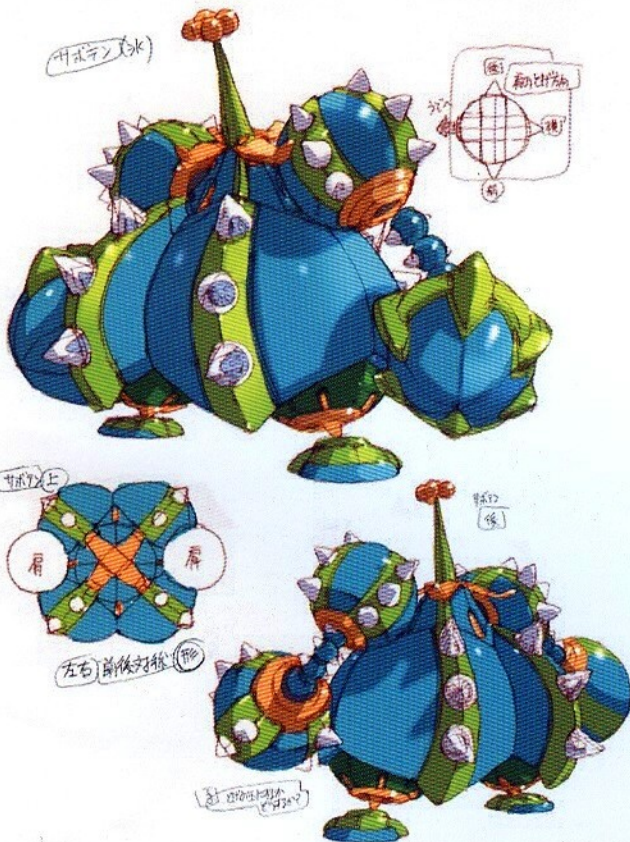
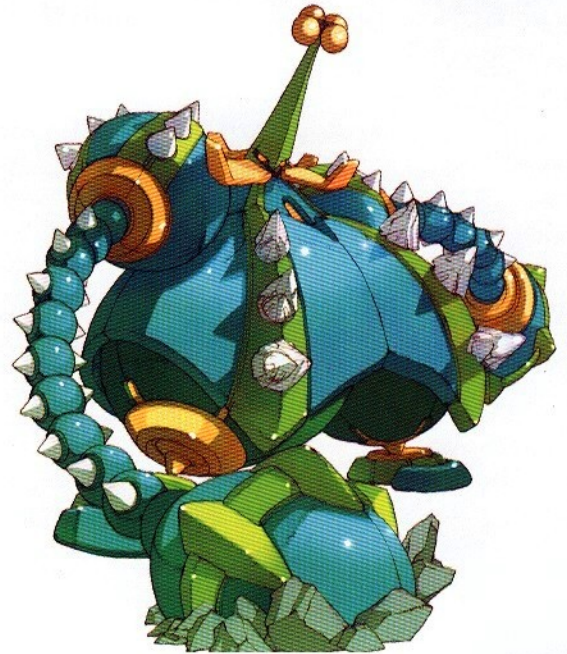
GLACIER LE CACTANK

Within the ranks of Weil's Numbers, where most of the Reploids are designed for combat, he is one of the few Reploids made to aid people. With a built-in reservoir and chemical plant, he is able to bring vaccinations and drinkable water to isolated areas. Despite such humanitarian efforts, however, he is ready to attack any Resistance members with ice shards or by swinging the water tanks on the ends of his arms.

EK SKILL
Orbit Shield

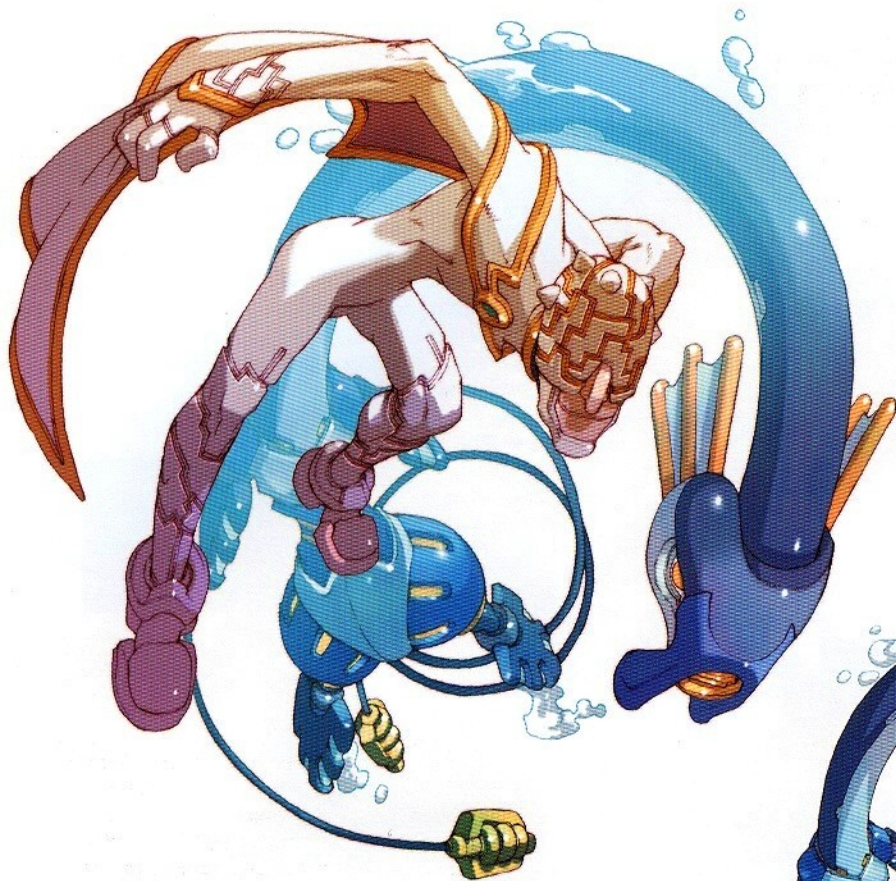


SPLIT IN HALF
GRAPHIC



Illustrated by Toru Nakayama

Based on a cactus motif, Cactank has needle-like protrusions all over his body, and we can see that he looks very much like a cactus when viewed from the top.



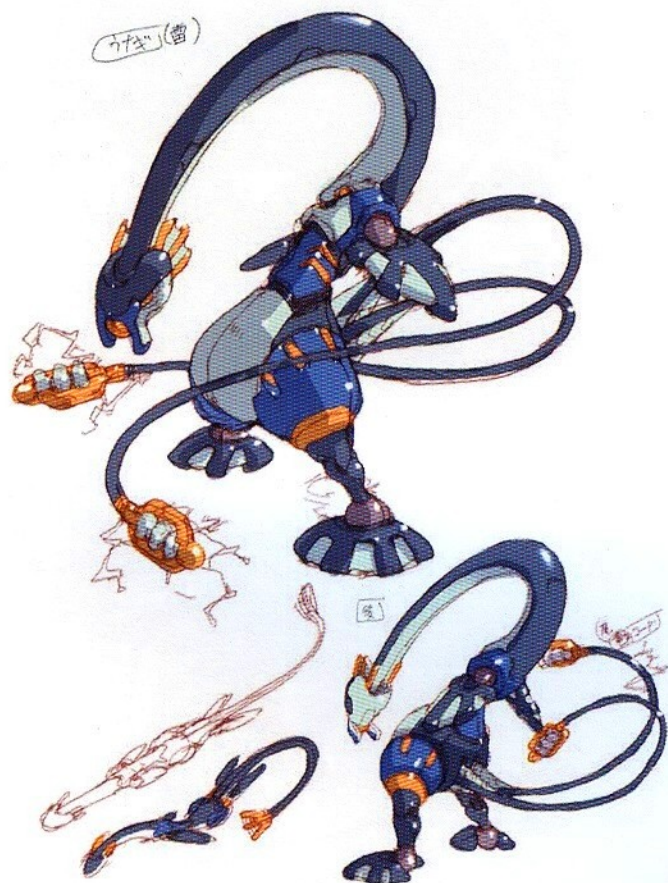
CALCULATING EEL LIGHTNING GOD VOLTEEL BIBLIO

He is the result of the combination of two Reploid design experiments: one to act as power lines, and one to act as an electrical power plant. Due to the electrical current constantly passing through his neural pathways, he requires regular maintenance on his brain. His personality reflects his troubled mind, and he rarely listens to anyone but Weil.

EX SKILL V-Shot



SPLIT IN HALF GRAPHIC

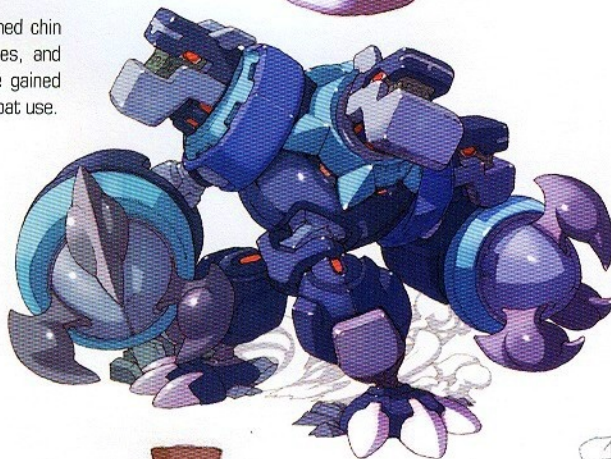


When traveling via his Invisible Dash, he stretches his body out as straight as possible to reduce water resistance. This is documented in the line drawing above.

Illustrated by Toru Nakayama



His large size and distinguished chin are his more notable features, and they represent the power he gained when he was altered for combat use.



GUARDIAN OF BESTIAL CRIES TRETISTA KOLVERIAN

With three individual thought processes debating every decision to be made, this Reploid was originally built equipped with the "Three-Fold Decision Making Process," allowing him exceptionally keen judgement. After being remade for combat, however, his battle prowess increased, but he somewhat lost his ability to think and reason.

EX SKILL Gale Attack



SPLIT IN HALF GRAPHIC

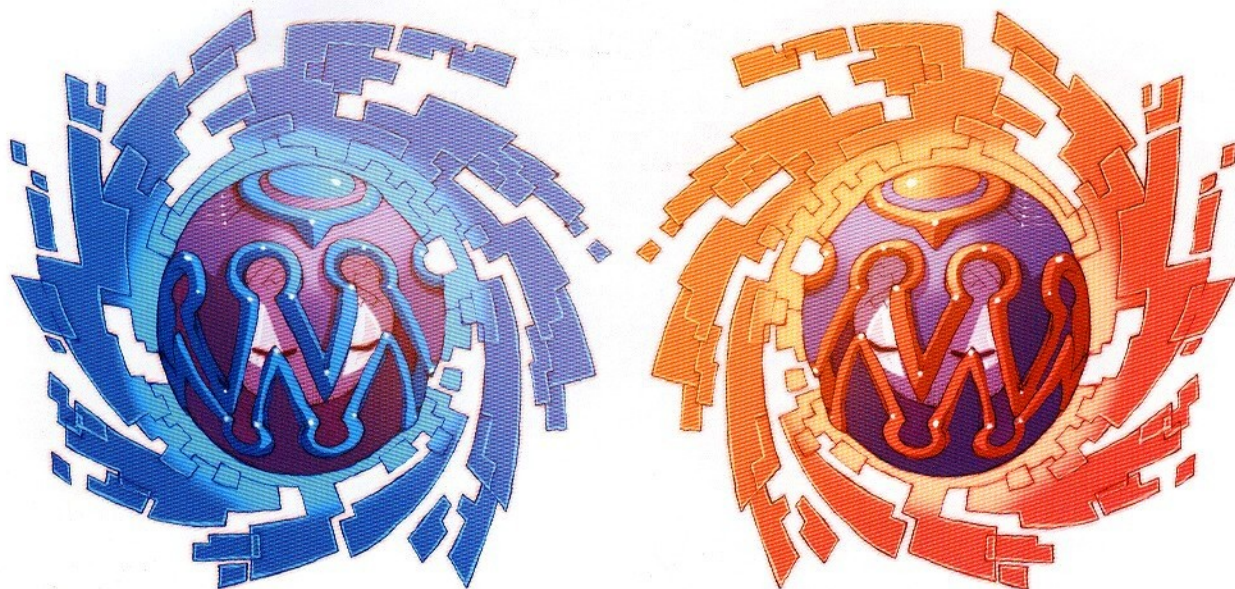


Illustrated by Toru Nakayama



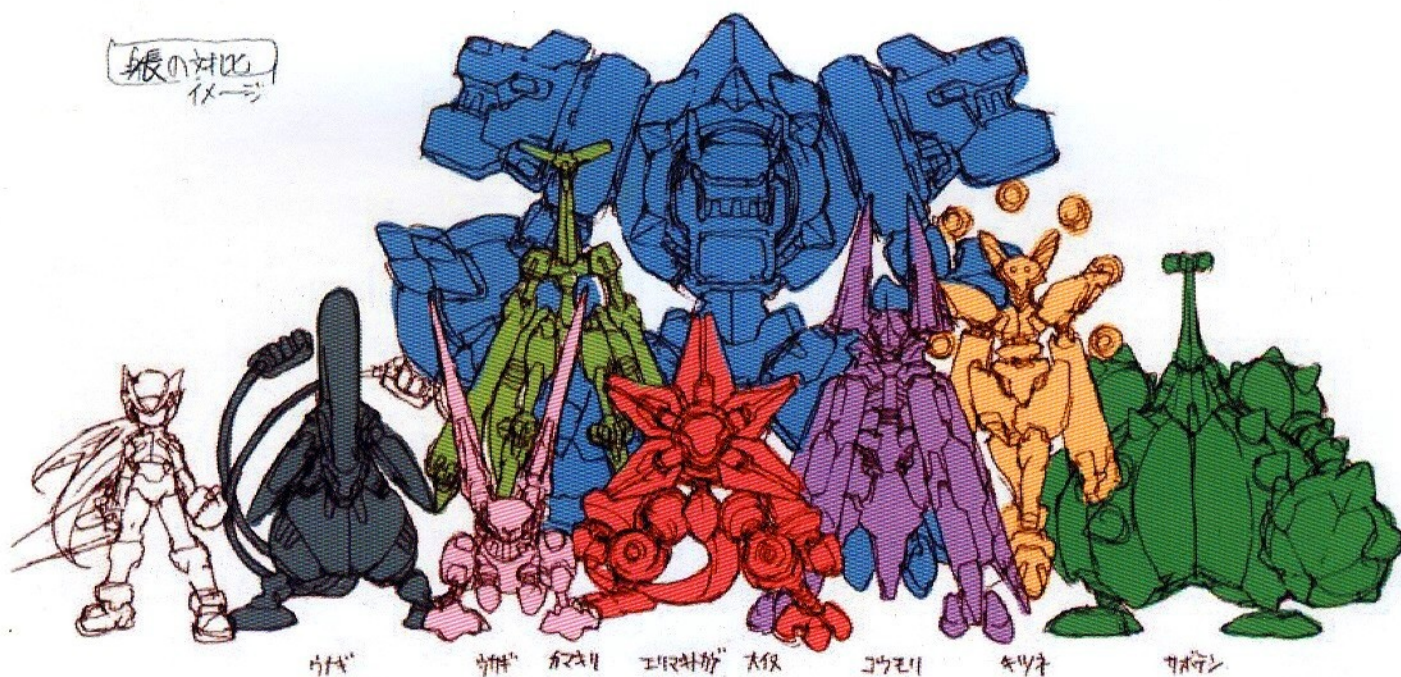
CREA & PREA

Found and exploited by Weil as they searched for their mother, Dark Elf, they were sent to fight Zero. They got their names from Alouette, a Resistance member.



Illustrated by Toru Nakayama

A diagram comparing the physical heights of the boss characters from Zero 3. We can see Kelverian's huge size, and the fact that Inarabitta is actually taller than Zero if you count his ears.



Illustrated by Toru Nakayama

ROCK WORM



ICE WORM



BEE HIVE



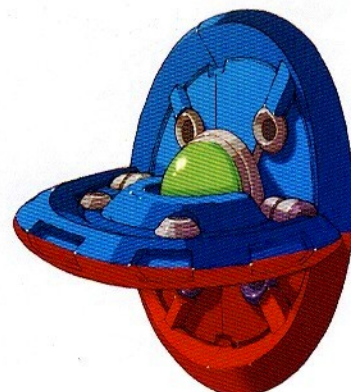
KETTLE TANK



ARMORED
CENTIPEDE



FIRE AND ICE
MACHINE



SHAKER



The mid-boss characters from Zero 3. They are generally larger and stronger than the normal enemies.

BOSS ENEMY -ZERO4-

Here, along with line drawings and rough illustrations, we introduce each of the Einherjar Eight Warriors, who were boss characters in Mega Man Zero 4.



PHASE-ALTERING
SPECIALIST OF DEATH

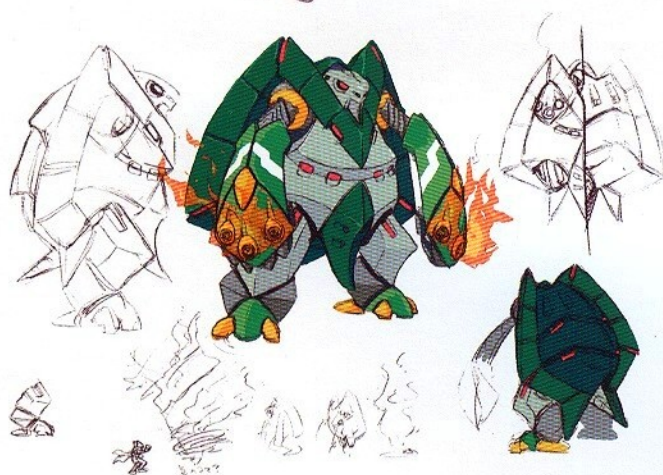
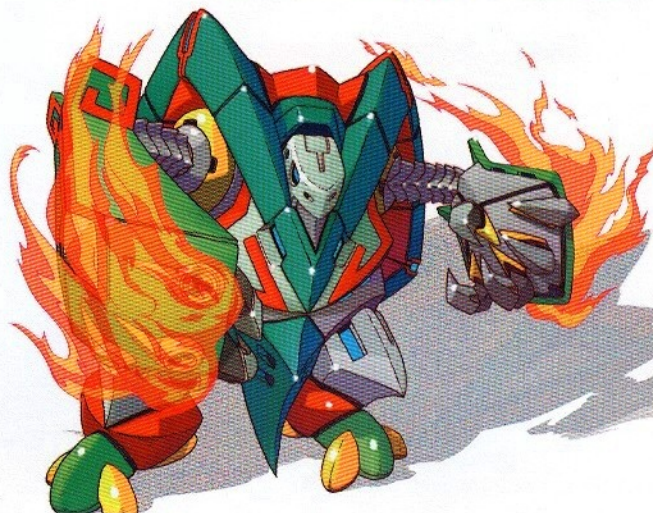
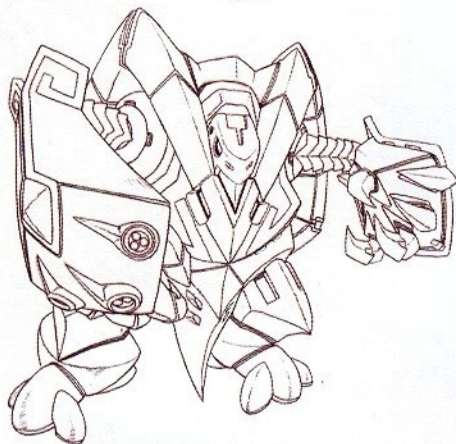
HEAT GENBLEM

A large Replid with a very hard body, high firepower, and surprising agility uncharacteristic of such a large frame. Under his reinforced multi-composite armor, he carries a power reactor for his energy cannons. The excess energy produced by his reactor can be expelled to allow temporary flight. Being a rather serious and straightforward warrior, he follows his orders dutifully, though his loyalties do not lie with Weil.

EX SKILL
Flame Fang



SPLIT IN HALF
GRAPHIC



There were two sketches with different color schemes. The flaming top was named Kenkagoma, and made an appearance in the game.

Illustrated by Hirokatsu Maeda

HAUNTING WAIL OF THE DEEP

TECH KRAKEN

Previously the leader of a special group within the Cutting Shadow Squadron that took their orders directly from Phantom. Due to the fact that his main duty involved the investigation and elimination of traitors within their own ranks, his presence was always shrouded in mystery. After Phantom's defeat, he completely disappeared, only to emerge before Zero, seeking vengeance.

EX SKILL
Ice Javelin



SPLIT IN HALF
GRAPHIC



Tech Kraken, who uses ice-based attacks, is covered in ice from head to toe and constantly emits cold air.

Illustrated by Hirokatsu Maeda



SKY-RUNNING DIVINE LANCE

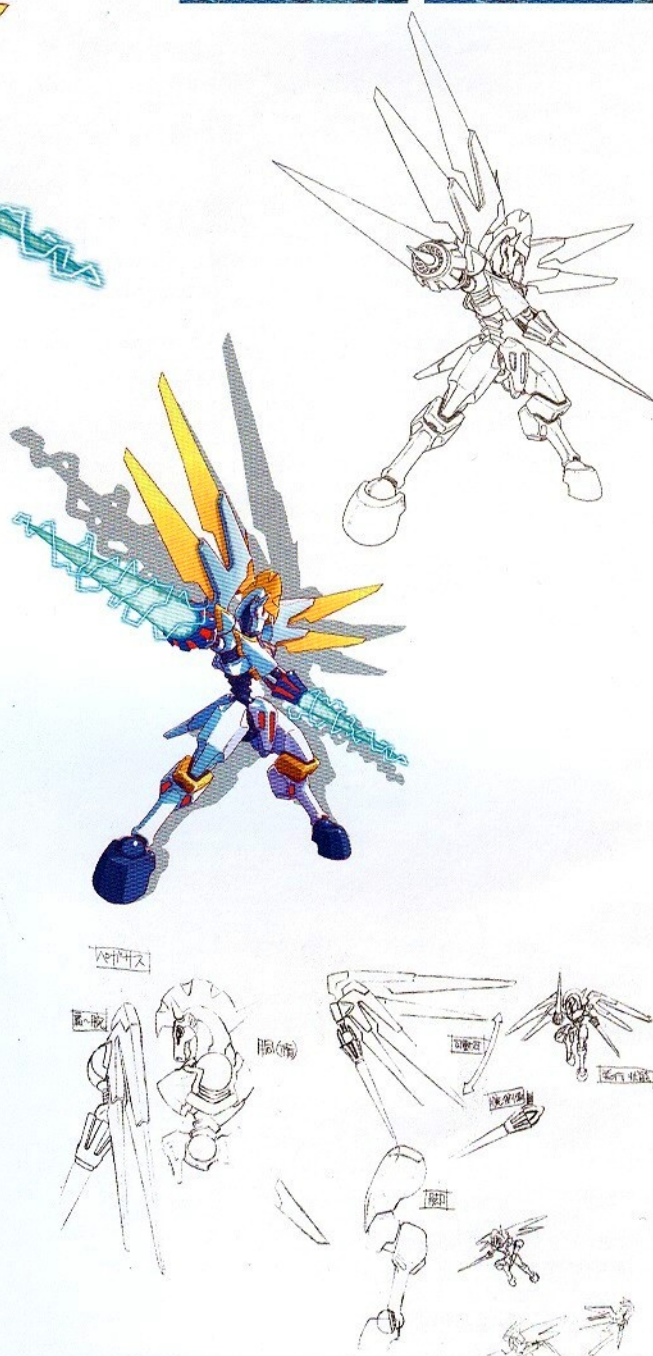
PEGASOLTA ECLAIR

Formerly a Reploid charged with the maintenance of a large, airborne weather control station, he was redesigned for combat when Weil seized control of Neo Arcadia and transferred to a combat squad - an assignment he had long desired. Thanks to his ability to fly, he is very agile, which he combines with the lightning lances on both of his arms when fighting. With a suave and confident personality, he likes beautiful things and high places.

EX SKILL Thunder Stab



SPLIT IN HALF GRAPHIC



Pegasolta Eclair's wings are mobile, and can be used to fly.

Illustrated by Hirokatsu Maeda



TREE LADY OF
DESTRUCTIVE VINES

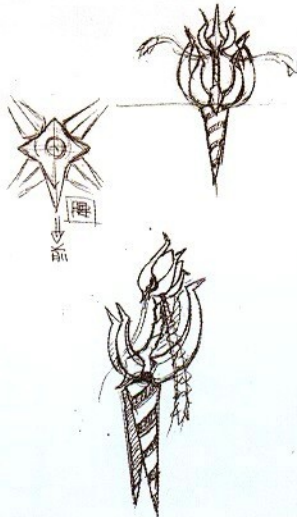
NOBLE MANDRAGO

A Reploid who originally used solar-powered nanomachines to encourage the environment's preservation and regeneration. After being modified by Weil, she had the idea implanted into her brain that "in order for nature to be able to regenerate, it must be placed under complete control, which may involve destruction from time to time."

EX SKILL
Sky Chaser



SPLIT IN HALF
GRAPHIC



マンドラゴ

花の輪

花の輪の形

花の輪

Based on the fictitious plant "Mandrigo," her design sketches include images of the flower on top of her head open.

Illustrated by Hirokatsu Maeda



THE BUTTERFLY PRINCESS
OF PASSIONATE LOVE

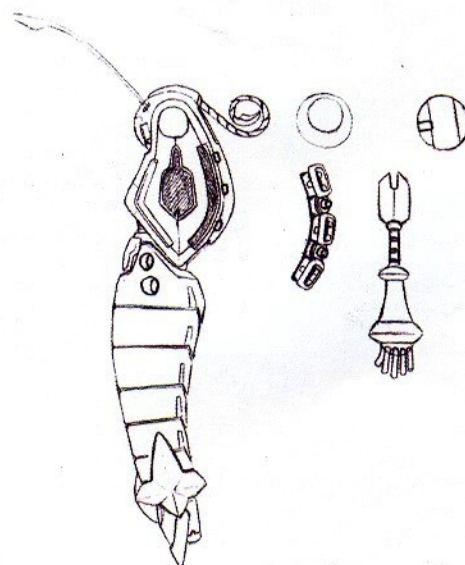
SOL TITANION

She used to operate the artificial sun with another Reploid of the same model. Her counterpart was destroyed by a squad dispatched by Weil, and Titanion's operation circuit was rendered useless. The squad responsible was turned to ash by Titanion soon thereafter, and since then she destroys for the pure pleasure of it.

EX SKILL
Burning Shot



SPLIT IN HALF
GRAPHIC



The wings, which symbolize her, seem to be emitted from flamethrowers built into her back. These are drawn in great detail here.

Illustrated by Hirokatsu Maeda

FREEZING WAR WOLF

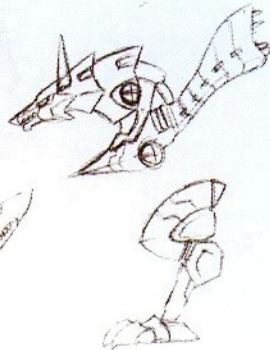
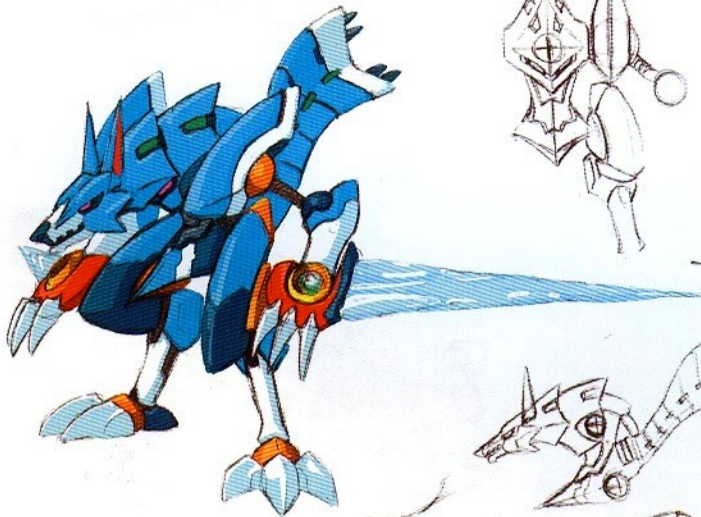
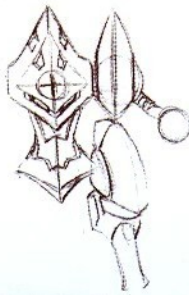
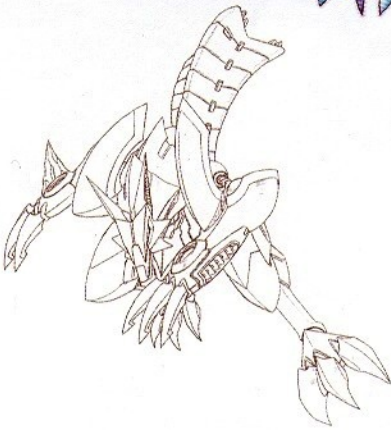
FENRI LUNAEDGE

Fenri went berserk due to a bug in the altered Cyber-elf he was trying out. To stop him from running wild, he was put to sleep in cryogenic stasis and the entire building he was in was demolished. He was later revived by Weil for the purposes of Operation Ragnarok. As Popla Cocapetri and Noble Mandrago both have skills related to cryogenic stasis, Fenri has an inherent aversion to them.

EX SKILL
Ice Fang

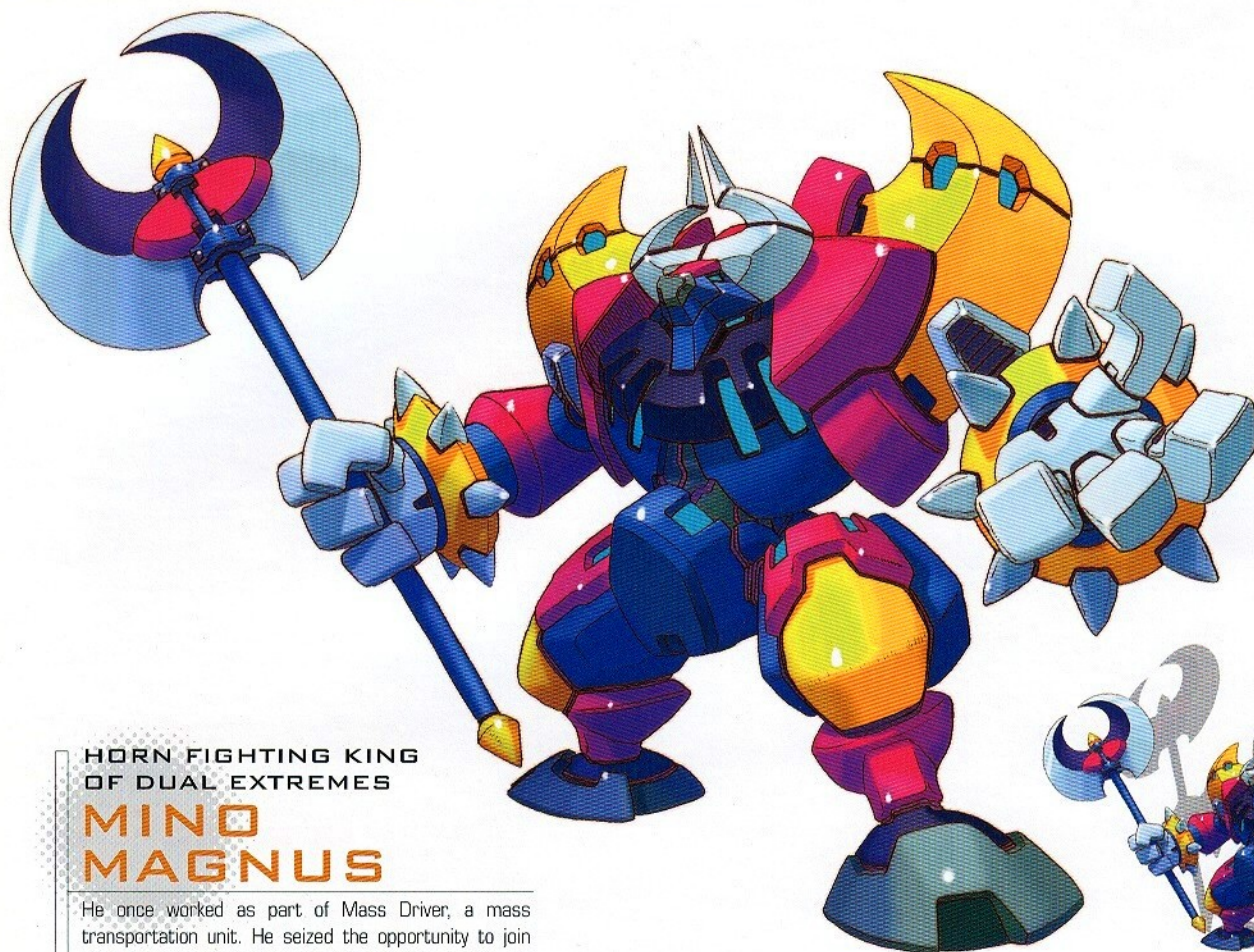


SPLIT IN HALF
GRAPHIC



Fenri has sharp claws on his hands and feet, and also has giant ice blades growing out of his arms. He could cause a lot of damage just by charging an opponent.

Illustrated by Hirokatsu Maeda



HORN FIGHTING KING
OF DUAL EXTREMES

MINO MAGNUS

He once worked as part of Mass Driver, a mass transportation unit. He seized the opportunity to join Weil's ranks at the promise of limitless energy. He can generate high amounts of power, but expends an equivalent amount of energy to do so. He is a slow talker, and being interrupted during conversations is one of his pet peeves.

EX SKILL
Tractor Shot

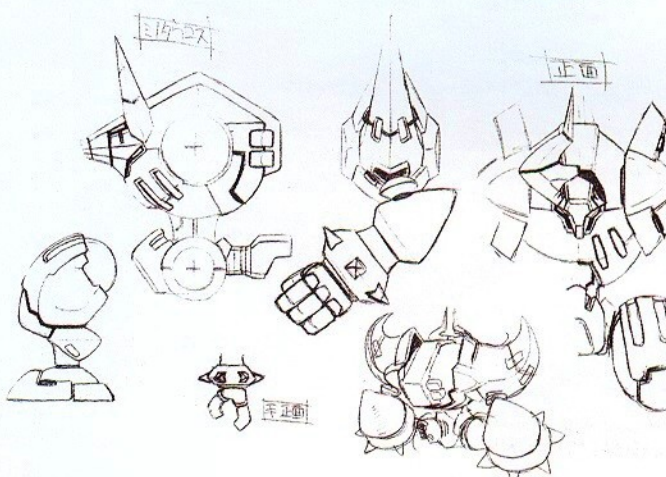


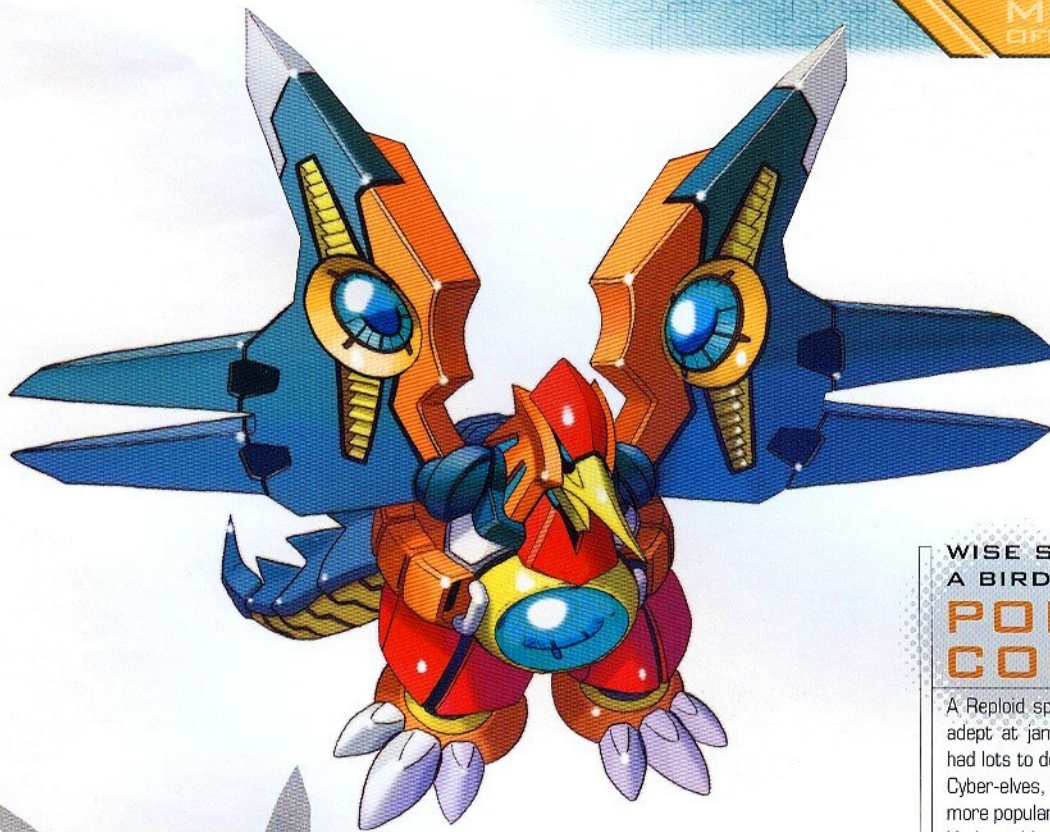
**SPLIT IN HALF
GRAPHIC**



Different designs for Mino Magnus were proposed, with different horns or with hands that seem to be combined with his axe.

Illustrated by Hirokatsu Maeda





WISE SNAKE WITH
A BIRD'S EYE VIEW

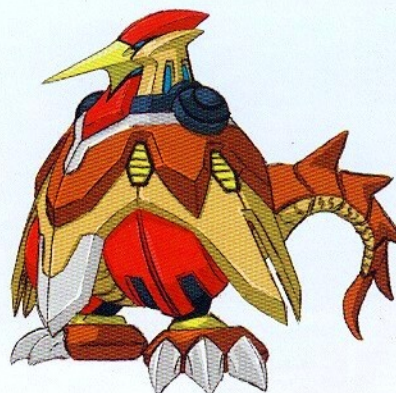
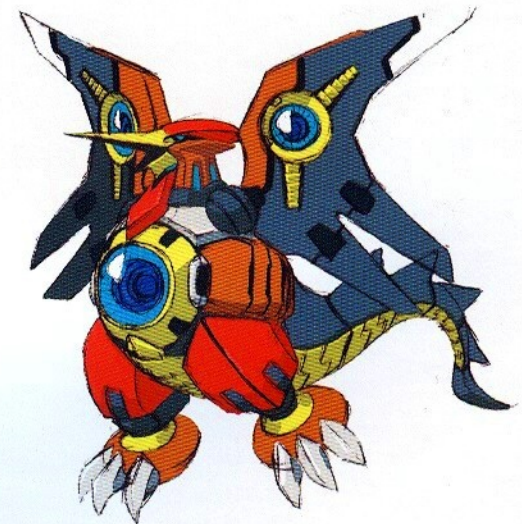
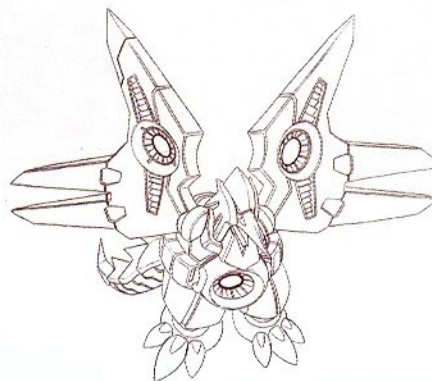
POPLA COCAPETRI

A Reploid specializing in electronic combat, he is very adept at jamming sensors, hacking, and the like. He had lots to do before the implementation of hacker-type Cyber-elves, but lost his job as the use of elves became more popular. In his anger, he willingly joined Weil's side. He is stubborn and short-tempered, and hates it when others tease him about his small size.

EX SKILL
Time Stopper



SPLIT IN HALF
GRAPHIC



He has three lenses: one on his torso and one on each wing, but none of these lenses are visible when he has his wings folded.

Illustrated by Hirokatsu Maeda

NORMAL ENEMY

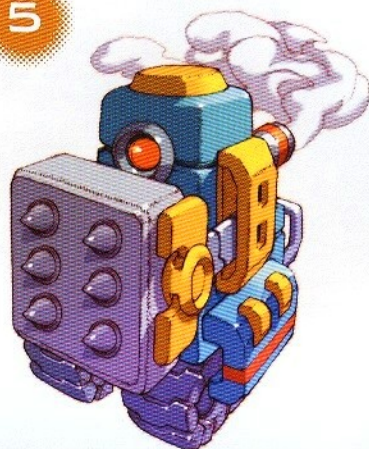
All of the regular enemies from the Zero series are listed here. Included are some illustrations, screenshots, and shots of when they are sliced in half by the Z-Saber.

3



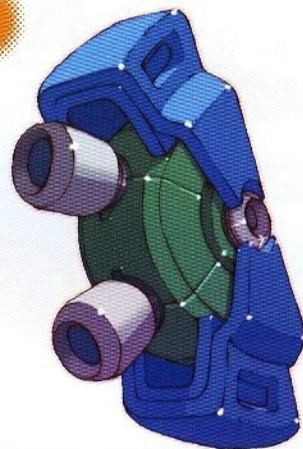
Mega Man Zero 3 / Illustrated by Toru Nakayama

5



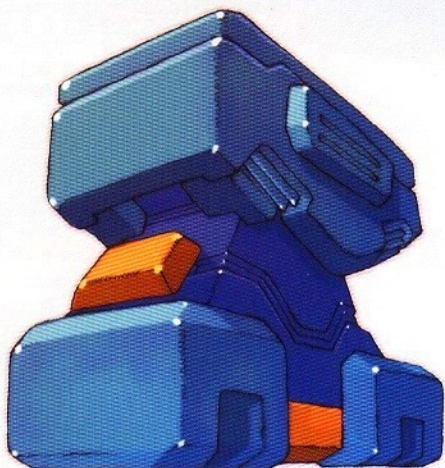
Mega Man Zero 2 / Illustrated by Toru Nakayama

11



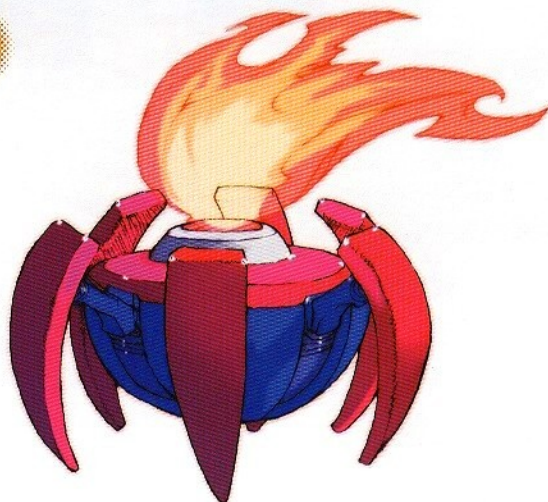
Mega Man Zero 3 / Illustrated by Toru Nakayama

4



Mega Man Zero 3 / Illustrated by Toru Nakayama

9

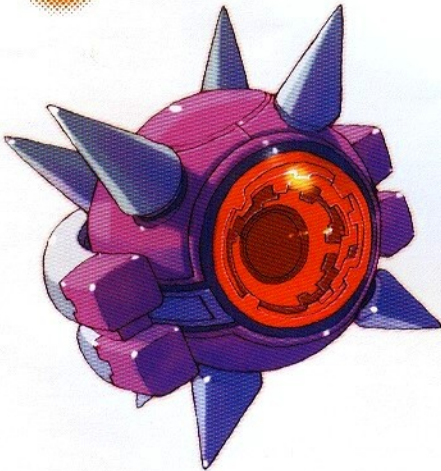


Mega Man Zero 3 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

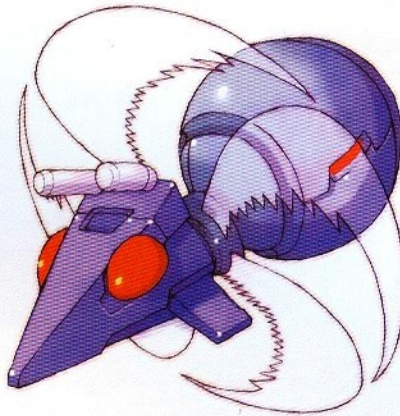
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2	RBCANNON (Zero 4)			7	APPNET (Zero 4)		
3	EYE CANNON (Zero 3)		NO DATA	8	E-LASER (Zero 4)		
4	ICEBON (Zero 3)			9	VOLCAIRE (Zero 3)		
5	ICE LIFTER (Zero 2)			10	ELEDESERTER (Zero 4)		

13



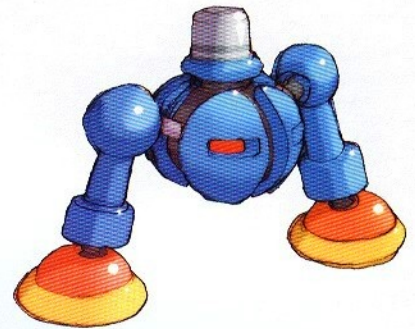
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Mega Man Zero 3 / Illustrated by Toru Nakayama

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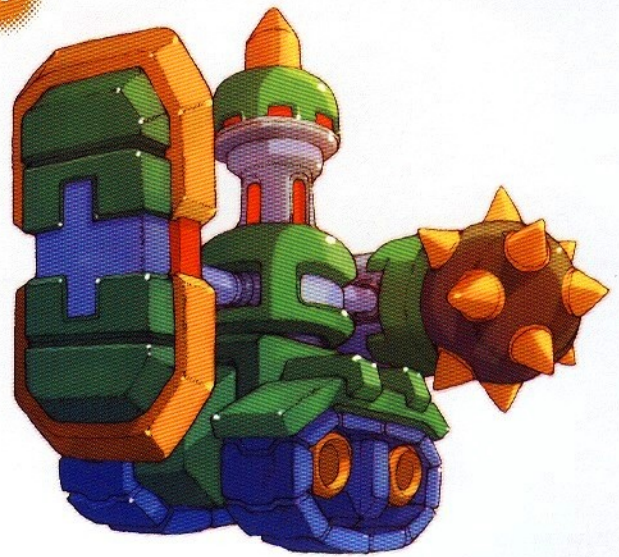
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14



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17



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NO.

NAME

NORMAL

SPLIT IN HALF GRAPHIC

11

C. CANNON
[Zero 3]



NO DATA

12

CATTATANK
[Zero 3]



NO DATA

13

GALLISNI
[Zero 3]



14

GARM
[Zero 1]



15

GANGAGUN
[Zero 4]



NO.

NAME

NORMAL

SPLIT IN HALF GRAPHIC

16

KEETON
[Zero 3]



17

CHARTER TANK
[Zero 3]



18

CATAPLE
[Zero 4]

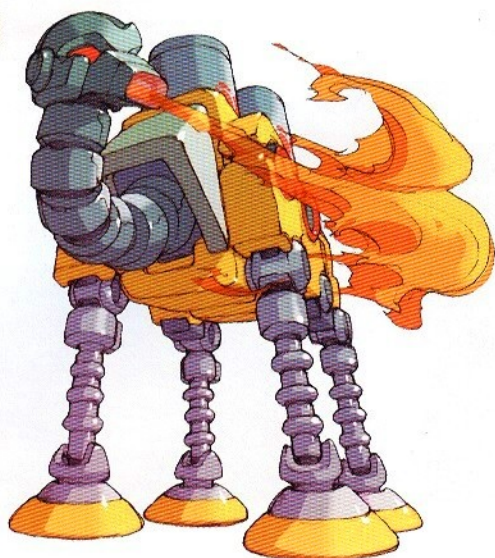


19

C-HOPPER
[Zero 1,3,4]

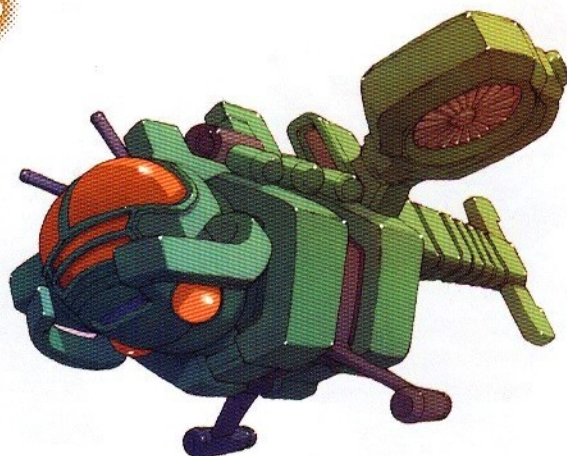


20



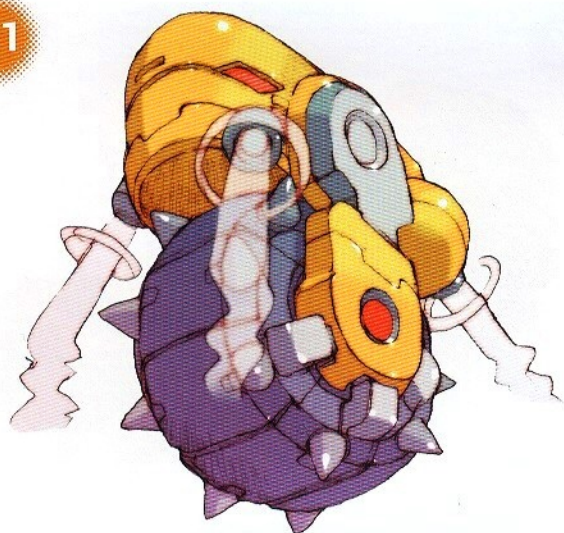
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23



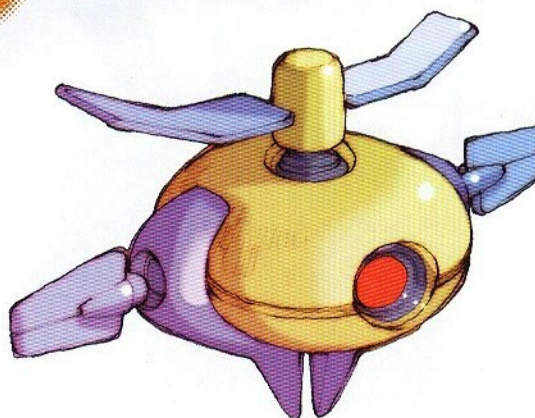
Mega Man Zero 3 / Illustrated by Toru Nakayama

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Mega Man Zero / Illustrated by Toru Nakayama

24

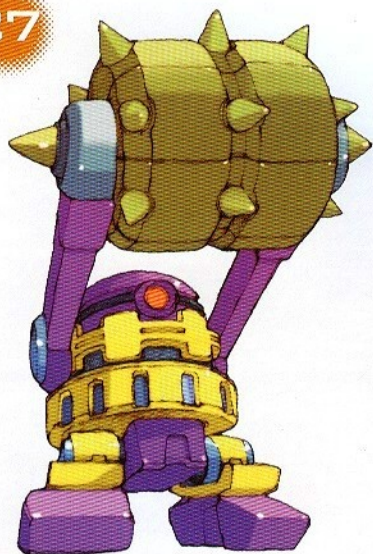


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NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
20	CAMELOID (Zero 1)			25	GLASSHAR (Zero 4)		
21	CARRY ARM (Zero 1,2)			26	GLASS CANNON (Zero 4)		
22	CALIBEE (Zero 1)		NO DATA	27	CRUSH ROLLER (Zero 1)		NO DATA
23	CALIBEE G (Zero 3)		NO DATA	28	CLAW BEGGAR (Zero 3)		
24	GLARE EYE (Zero 1,2)			29	GRAND CANNON (Zero 3)		

27



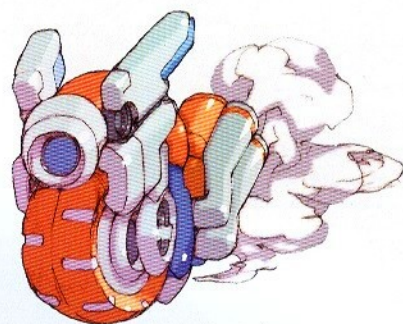
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29



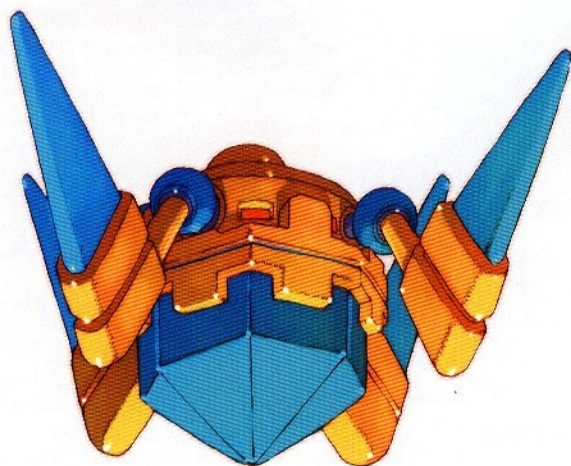
Mega Man Zero 3 / Illustrated by Toru Nakayama

32



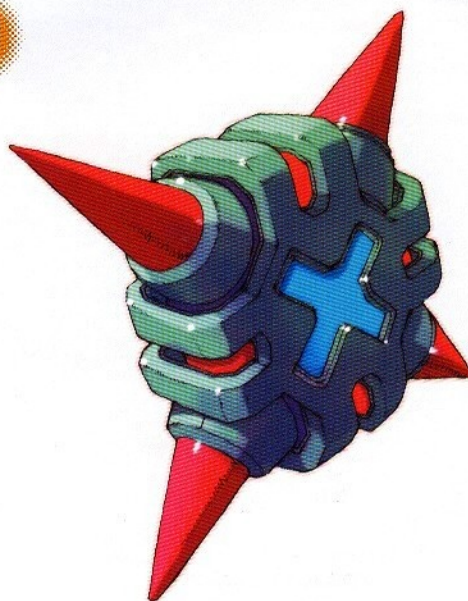
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28












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31



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NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
30	CRYONEON (Zero 4)		
31	CROSSBYNE (Zero 3,4)		
32	KERBEROS (Zero 1,4)		
33	KEROSH (Zero 4)		
34	COCAPOULET (Zero 4)		NO DATA

35



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36



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37



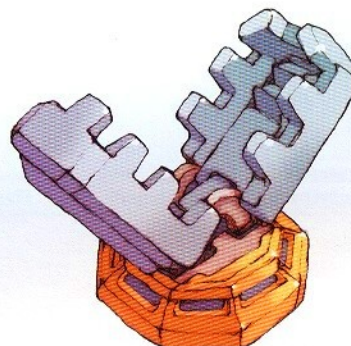
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NORMAL ENEMY DATA

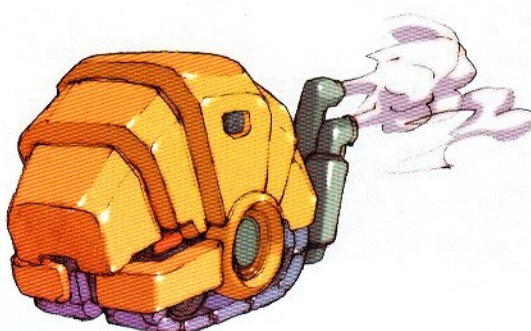
NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
35	CONTRAINER (Zero 1)			40	SANDDOZER (Zero 4)		
36	CONDOLOID (Zero 1)			41	SANDJAWS (Zero 1)		NO DATA
37	CONDOLOID MK2 (Zero 2)			42	SANDSNAKE (Zero 1)		
38	SERPENTGEAR (Zero 4)			43	SEAL CANNON (Zero 1,2)		NO DATA
39	SALANET (Zero 2)			44	G. CANNON (Zero 3)		NO DATA

43



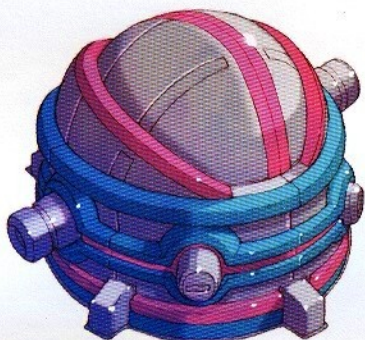
Mega Man Zero / Illustrated by Toru Nakayama

46



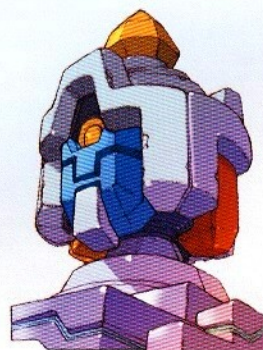
Mega Man Zero 3 / Illustrated by Toru Nakayama

44



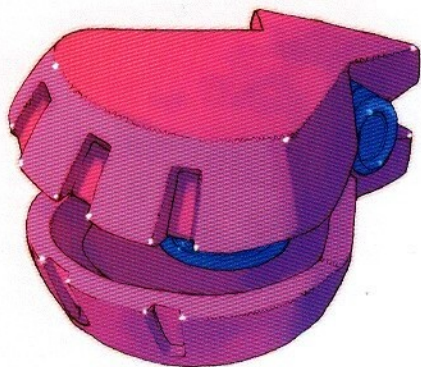
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47



Mega Man Zero 2 / Illustrated by Toru Nakayama

45



Mega Man Zero / Illustrated by Toru Nakayama

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Mega Man Zero / Illustrated by Toru Nakayama

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
-----	------	--------	-----------------------

45 SHELLUND
[Zero 3]



46 SHELLCRAWLER
[Zero 1,3]



47 SIGNALOID
[Zero 2]



48 SHARKSEAL
[Zero 1]

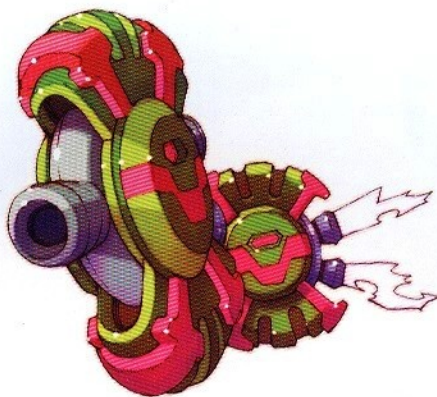


49



Mega Man Zero 3 / Illustrated by Toru Nakayama

53



Mega Man Zero 3 / Illustrated by Toru Nakayama

55



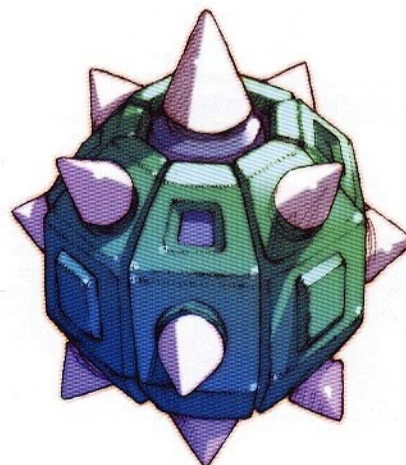
Mega Man Zero 2 / Illustrated by Toru Nakayama

51



Mega Man Zero / Illustrated by Toru Nakayama

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Mega Man Zero 2 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

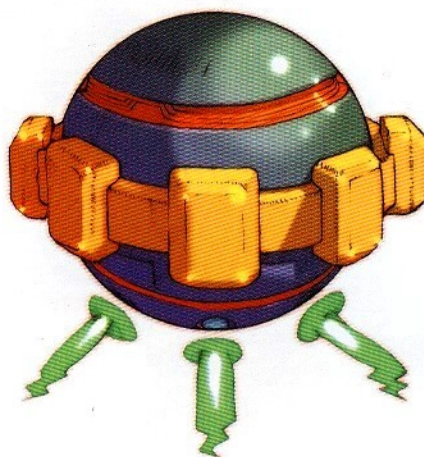
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49	SHARKSEAL X (Zero 3)			54	SHABALL (Zero 2)		
50	GYRO ATTACKER (Zero 4)			55	SHABROLLER (Zero 2)		NO DATA
51	GYRO CANNON (Zero 1,3)			56	JANGYO (Zero 2)		
52	GYRO CANNON H (Zero 4)			57	SHRIMPOLIN (Zero 3)		
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56



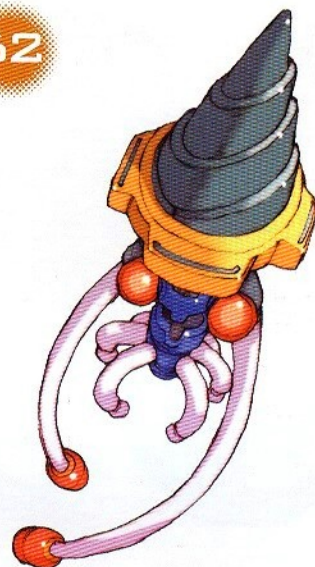
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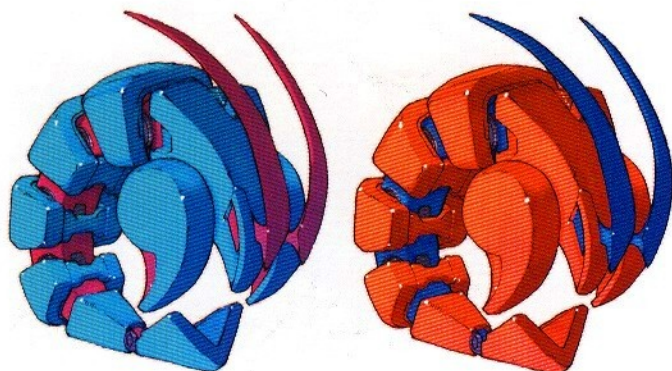
Mega Man Zero 2 / Illustrated by Toru Nakayama

62



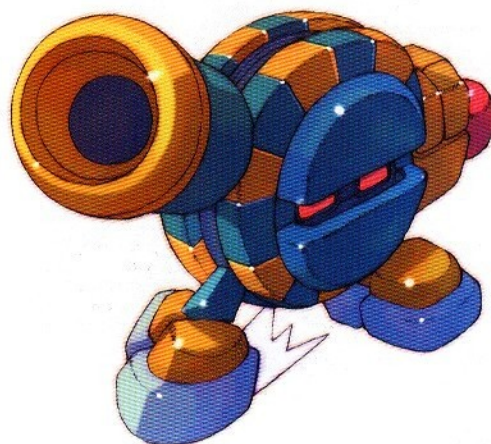
Mega Man Zero / Illustrated by Toru Nakayama

57



Mega Man Zero 3 / Illustrated by Toru Nakayama

59



Mega Man Zero 3 / Illustrated by Toru Nakayama

NO.

NAME

NORMAL

SPLIT IN HALF GRAPHIC

59

SHOTLOID
(Zero 3)



60

SWIMMETOL RW
(Zero 3)



NO DATA

61

SWORDIN
(Zero 3)



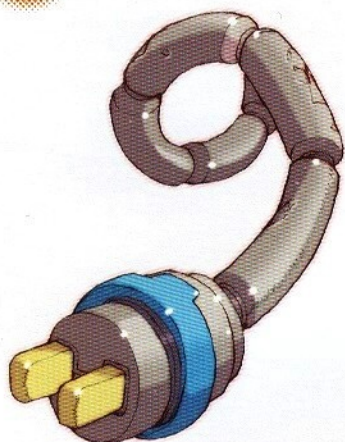
NO DATA

62

SCREWDRIGER
(Zero 1)



63



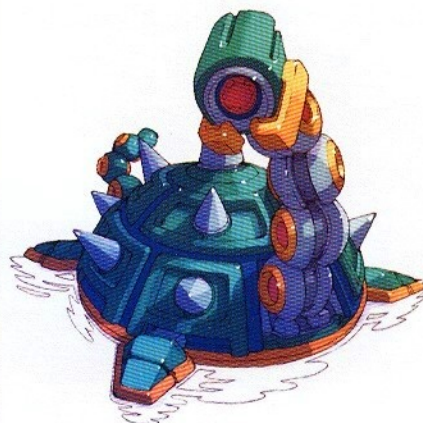
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66



Mega Man Zero 3 / Illustrated by Toru Nakayama

68



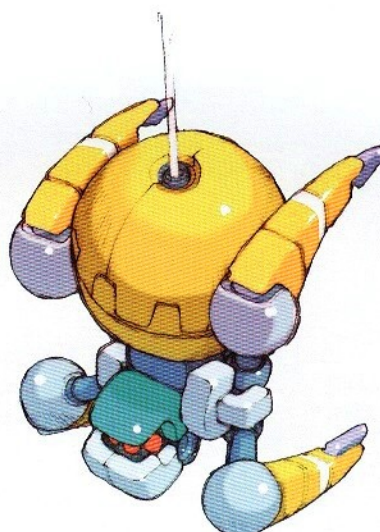
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64



Mega Man Zero 2 / Illustrated by Toru Nakayama

67

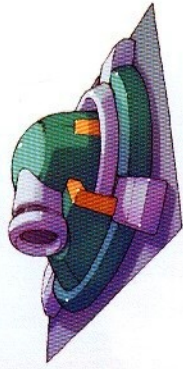


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NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
63	SNAKABLE [Zero 3]			68	TURTLOID S [Zero 3]		NO DATA
64	SNOWGARM [Zero 2]			69	TILE CANNON [Zero 3]		NO DATA
65	SPYKING [Zero 1,2]			70	DUSLOCK [Zero 3]		
66	THERMARAN [Zero 3]			71	TECHTWISTER [Zero 1]		
67	SECURIPIDER [Zero 1,2]			72	TELLYBOMB [Zero 2,4]		NO DATA

69



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72



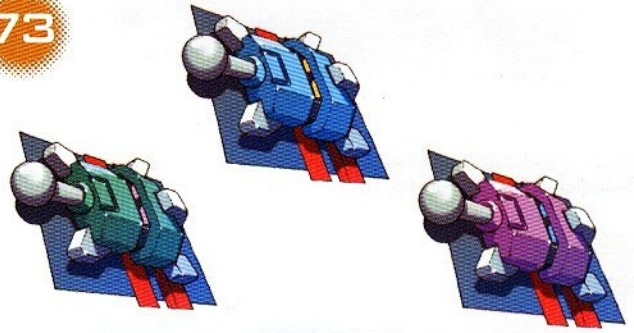
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70



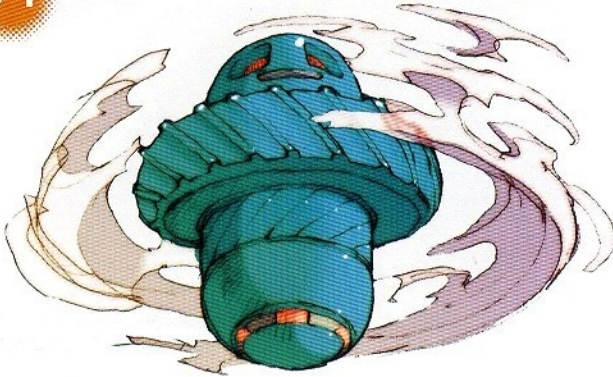
Mega Man Zero 3 / Illustrated by Toru Nakayama

73



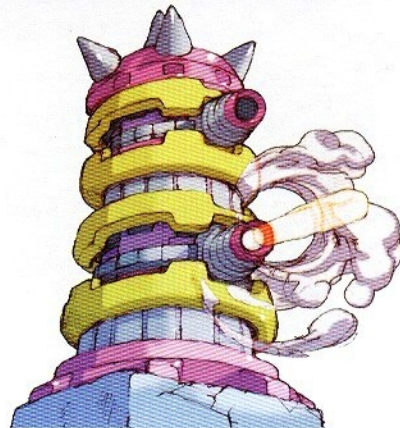
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71



Mega Man Zero / Illustrated by Toru Nakayama

74



Mega Man Zero / Illustrated by Toru Nakayama

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
73	TOY TANK [Zero 2]		NO DATA
74	TOTEM CANNON [Zero 1]		NO DATA

73

TOY TANK
[Zero 2]



NO DATA

74

TOTEM CANNON
[Zero 1]



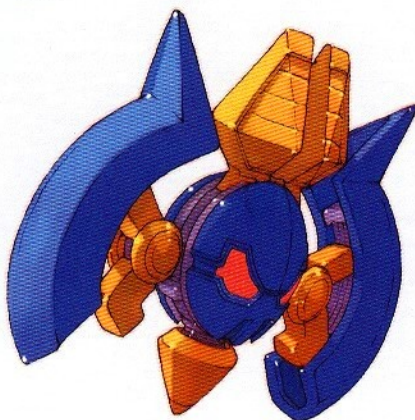
NO DATA

75



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79



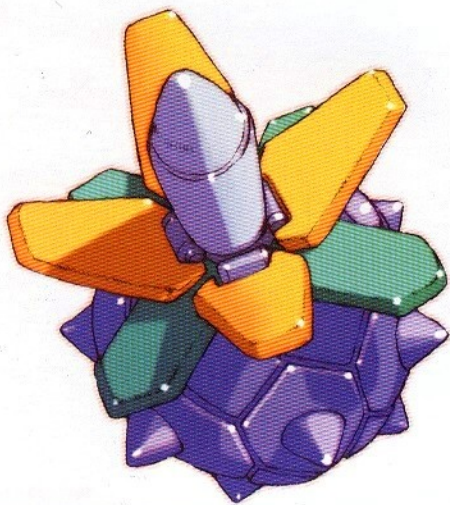
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81



Mega Man Zero 2 / Illustrated by Toru Nakayama

78



Mega Man Zero 3 / Illustrated by Toru Nakayama

80



Mega Man Zero / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
75	TOP GABYDALL (Zero 1-3)		NO DATA	80	BATTLELLE BROS (Zero 1)		NO DATA
76	TRIAFORMER (Zero 4)			81	PANEL CANNON (Zero 2)		
77	NEEDBALLOON (Zero 4)			82	BARRIER COUNTER (Zero 4)		
78	PURPLENERPLE (Zero 3)			83	VARIANT CLAW (Zero 1)		
79	BATRING (Zero 3)			84	VARIANT FIRE (Zero 4)		

82



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88



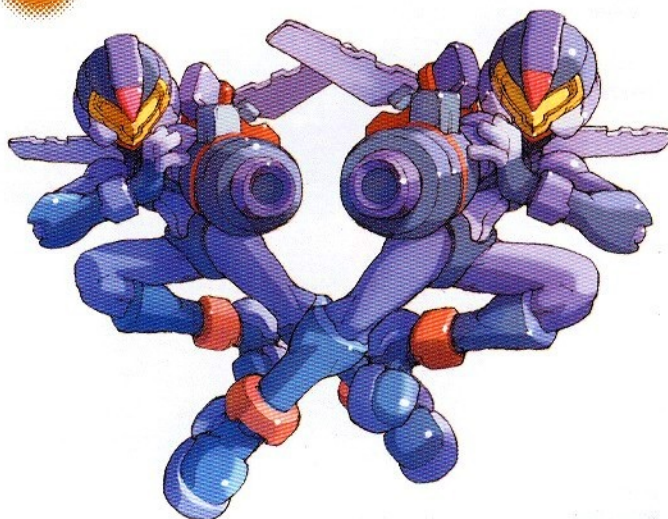
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87




Mega Man Zero 3 / Illustrated by Toru Nakayama

89



Mega Man Zero / Illustrated by Toru Nakayama

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
85	VARIANT FENCER (Zero 4)		
86	VARIANT MISSILE (Zero 4)		
87	PANTHEON AQUA (Zero 3)		
88	PANTHEON WARRIOR (Zero 1)		
89	PANTHEON ACE (Zero 1)		

85

VARIANT FENCER
(Zero 4)



86

VARIANT MISSILE
(Zero 4)



87

PANTHEON AQUA
(Zero 3)



88

PANTHEON WARRIOR
(Zero 1)



89

PANTHEON ACE
(Zero 1)



90



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93



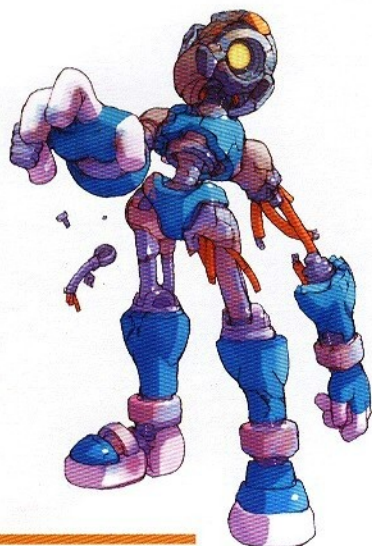
Mega Man Zero / Illustrated by Toru Nakayama

95



Mega Man Zero 3 / Illustrated by Toru Nakayama

92



Mega Man Zero / Illustrated by Toru Nakayama

94

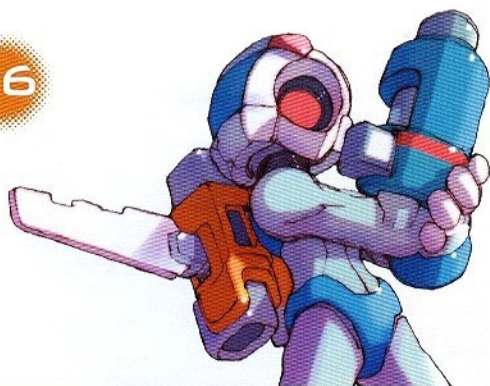


Mega Man Zero 2 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
90	PANTHEON GUARDIAN (Zero 1-3)			95	PANTHEON FIST (Zero 3)		
91	PANTHEON CORPSE (Zero 4)			96	PANTHEON FLIER (Zero 1)		
92	PANTHEON ZOMBIE (Zero 1,3)		NO DATA	97	PANTHEON BASE (Zero 3)		
93	PANTHEON HUNTER (Zero 1-3)			98	PANTHEON HOPPER (Zero 2)		
94	PANTHEON HAMMER (Zero 2)			99	PANTHEON BOMBER (Zero 3)		NO DATA

96



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99



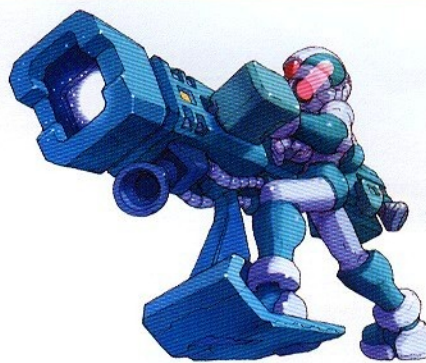
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97



Mega Man Zero 3 / Illustrated by Toru Nakayama

100



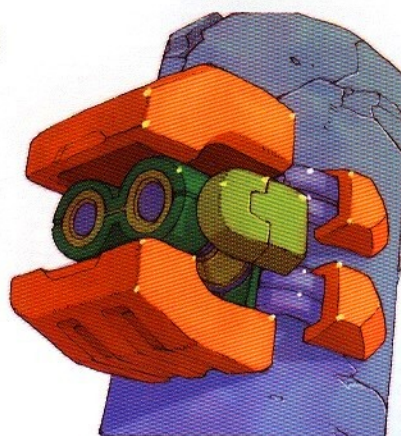
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98



Mega Man Zero 2 / Illustrated by Toru Nakayama

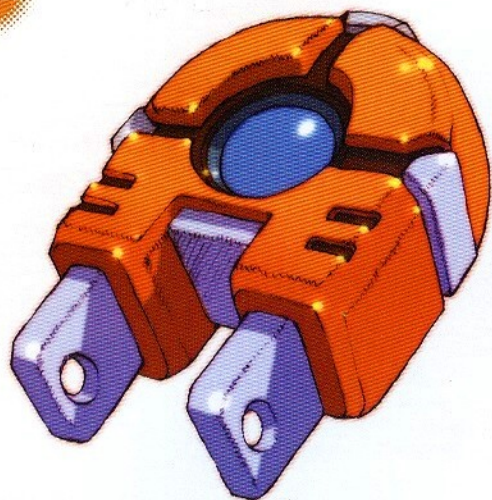
105



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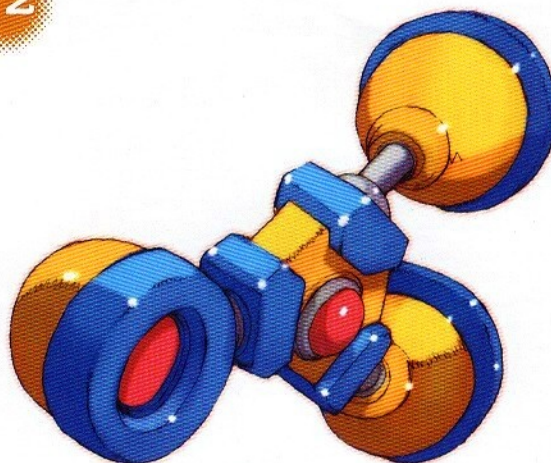
NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
100	PANTHEON LAUNCHER (Zero 2)			105	P. CANNON (Zero 3)		NO DATA
101	VENERAN (Zero 4)						
102	BEAM WALKER (Zero 4)						
103	NICOS CRAB B (Zero 4)						
104	NICOS CRAB C (Zero 4)						

110



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112



Mega Man Zero 3 / Illustrated by Toru Nakayama

111



Mega Man Zero 1,3 / Illustrated by Toru Nakayama

115



Mega Man Zero 3 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

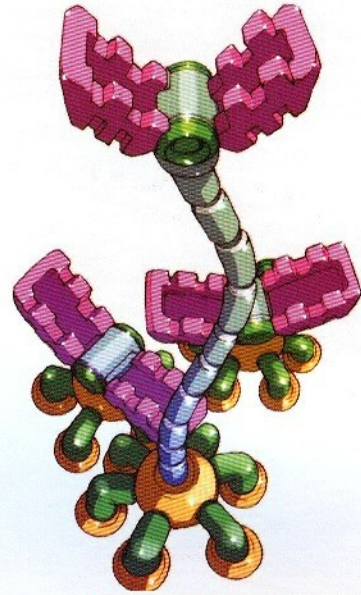
NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
106	FAITAL [Zero 4]			111	COLPPER [Zero 1-3]		NO DATA
107	POOR ELF [Zero 4]		NO DATA	112	PETATRIA [Zero 3]		NO DATA
108	PUKUUL [Zero 3]		NO DATA	113	PECHPRICKER [Zero 4]		NO DATA
109	PETITNET [Zero 4]		NO DATA	114	HECHRYSTA [Zero 4]		NO DATA
110	PLUGGER [Zero 2]		NO DATA	115	HEAVY CANNON [Zero 3]		NO DATA

117



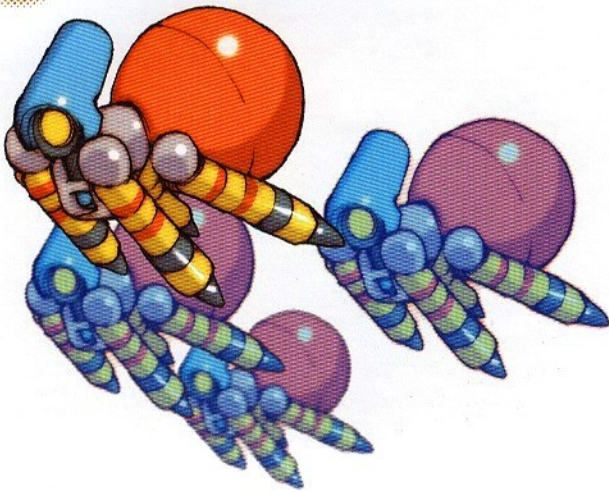
Mega Man Zero 2 / Illustrated by Toru Nakayama

119



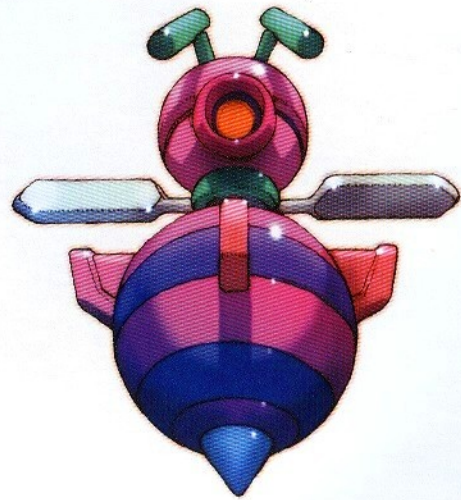
Mega Man Zero 2 / Illustrated by Toru Nakayama

118



Mega Man Zero / Illustrated by Toru Nakayama

121



Mega Man Zero 2 / Illustrated by Toru Nakayama

NO.

NAME

NORMAL

SPLIT IN HALF GRAPHIC

116

HELIMETTOR RW
(Zero 3)



NO DATA

117

HOTTALOOK
(Zero 2)



NO DATA

118

HOPPIDER
& KUMOTIAL
(Zero 1)



NO DATA

119

HOPPRAN
(Zero 2,4)



NO DATA

120

BOMBADEER
(Zero 4)



NO.

NAME

NORMAL

SPLIT IN HALF GRAPHIC

121

BOMBNET
(Zero 2)



NO DATA

122

BONGAL
(Zero 4)



123

BONSECT
(Zero 4)



NO DATA

124

MAGNEPAN
(Zero 4)



NO DATA

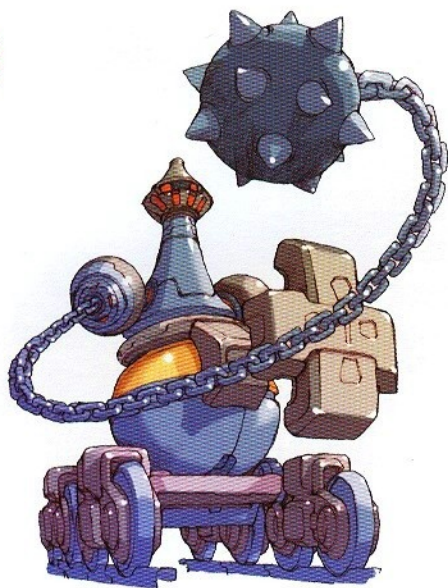
125

MAGNEPAS
(Zero 4)



NO DATA

132



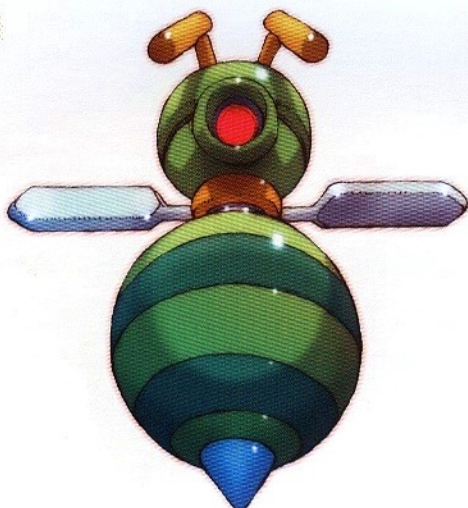
Mega Man Zero / Illustrated by Toru Nakayama

138



Mega Man Zero 3 / Illustrated by Toru Nakayama

136



Mega Man Zero 3 / Illustrated by Toru Nakayama

139



Mega Man Zero 2 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
126	MAGNEMINEN (Zero 4)		NO DATA	131	MECHAMESON (Zero 4)		
127	MAGNEMINES (Zero 4)		NO DATA	132	METALOOK (Zero 1)		NO DATA
128	MINICRABAN B (Zero 4)			133	METTAUR (Zero 1,4)		NO DATA
129	MINICRABAN R (Zero 4)			134	METTAUR RW (Zero 3)		NO DATA
130	MINIMINE (Zero 2)		NO DATA	135	MEDUHOPPER (Zero 4)		

140



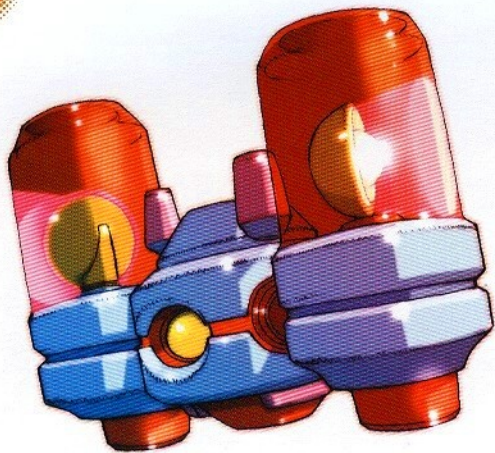
Mega Man Zero 2 / Illustrated by Toru Nakayama

142



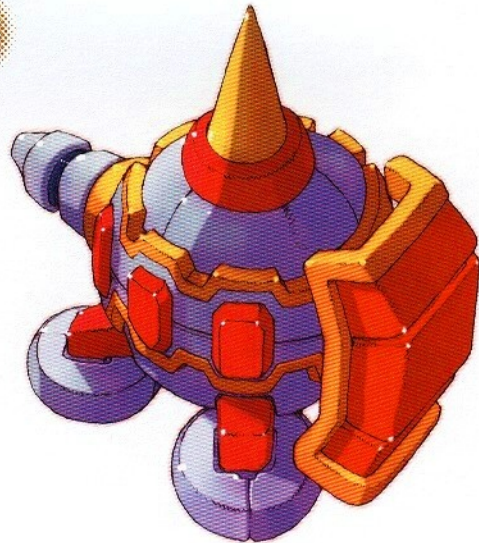
Mega Man Zero 2 / Illustrated by Toru Nakayama

141



Mega Man Zero 2 / Illustrated by Toru Nakayama

143



Mega Man Zero 3 / Illustrated by Toru Nakayama

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
136	MELLNET [Zero 3]		
137	MOLOID [Zero 4]		
138	MOTHJIRO [Zero 3]		
139	MOLEGULE [Zero 2,4]		NO DATA
140	YADOKROID [Zero 2,4]		

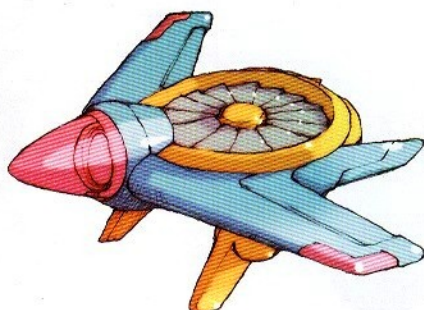
NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
141	U4 [Zero 2]		NO DATA
142	YUKI DA MACHINE [Zero 2]		NO DATA
143	LAMPLORT [Zero 3]		
144	LAMPLORT X [Zero 4]		
145	LIFBEAMER [Zero 4]		

146



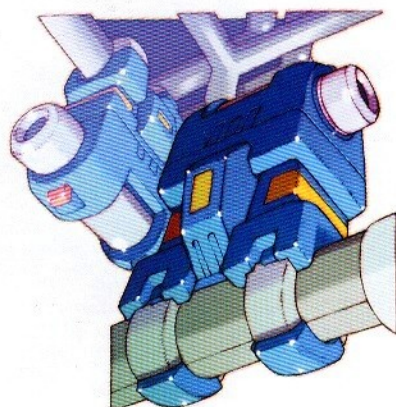
Mega Man Zero / Illustrated by Toru Nakayama

150



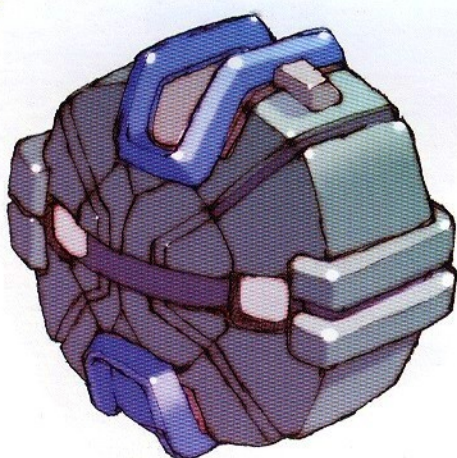
Mega Man Zero 2 / Illustrated by Toru Nakayama

152



Mega Man Zero 2 / Illustrated by Toru Nakayama

149



Mega Man Zero / Illustrated by Toru Nakayama

151

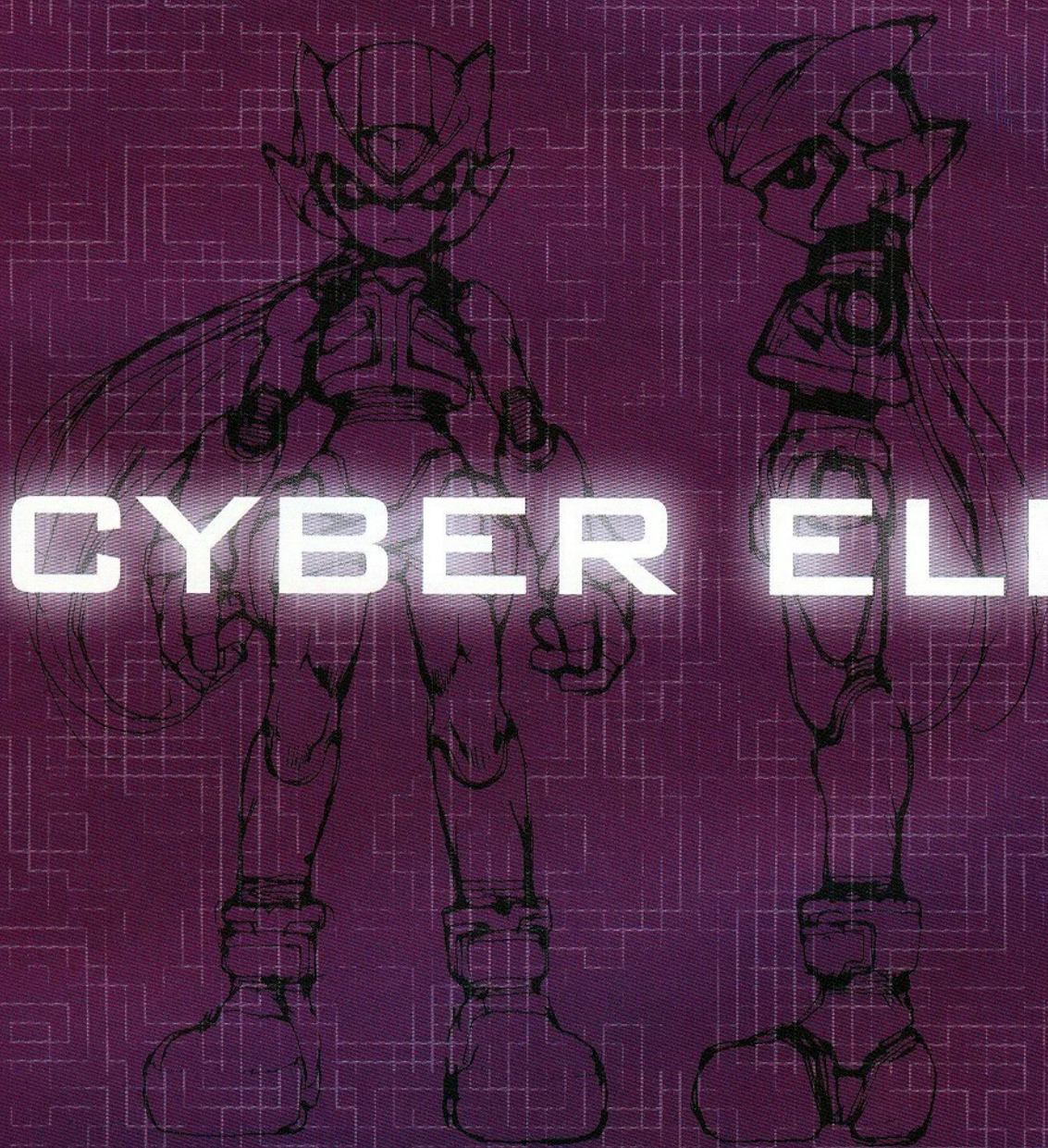


Mega Man Zero 3 / Illustrated by Toru Nakayama

NORMAL ENEMY DATA

NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC	NO.	NAME	NORMAL	SPLIT IN HALF GRAPHIC
146	RYUSA MIXER [Zero 1]		NO DATA	151	LEMMINGLES [Zero 3]		
147	RAIKEN [Zero 4]			152	ROLLING22 [Zero 2]		
148	RAYTRI [Zero 4]		NO DATA				
149	RAYBLADE [Zero 1]		NO DATA				
150	RAYVEN [Zero 1]						

CYBER ELF



CYBER-ELF SYSTEM

Here we introduce the Cyber-elves that help Zero complete his missions. We also explain the changes made to the Cyber-elf system and the varying physical representations of Cyber-elves over the course of the series.

GENERAL CHARACTERISTICS OF CYBER-ELVES

- ☐ They support Zero in combat when he activates them
- ☐ Depending on their skills and how they aid Zero, they are divided into three categories: Nurse, Animal and Hacker
- ☐ Some elves will evolve and become more powerful if given Energen Crystals (E-Crystals)

CHANGES TO THE CYBER-ELF SYSTEM



ZERO All elves can only be used once

Acquired Cyber-elves become available for use only after downloading them from devices called Trans Servers, which can only be found in specific locations. You can only download up to three elves at a time, and because using an elf is tantamount to ending its life, once an elf is used it is gone forever, and a new elf must be downloaded in its place. Some elves were unusable until they evolved, achieved by giving them enough E-Crystals.

Number of Elves : 77

Alterations : Unavailable

Acquire through : Item boxes

ZERO2 More elves added

Aside from downloading elves by talking to Ciel instead of via Trans Servers, the Cyber-elf system itself has not changed much from the first Zero. However, Zero 2 saw the addition of the level-type elves, and the magic-types started showing more drastic changes over the course of their evolution.

Number of Elves : 81

Alterations : Unavailable

Acquire through : Item boxes

ZERO3 Two different ways to use elves

Cyber-elves can now be used in one of two ways: as "Satellite Elves" or "Fusion Elves." The effects of Satellite Elves remain active as long as they are equipped and do not penalize your mission score, but no more than two can be equipped simultaneously. Fusion Elves work the same way the elves in the previous games did: their effects are permanent, but they disappear after being used.

Number of Elves : 74

Alterations : Available

Acquire through : Secret Disks

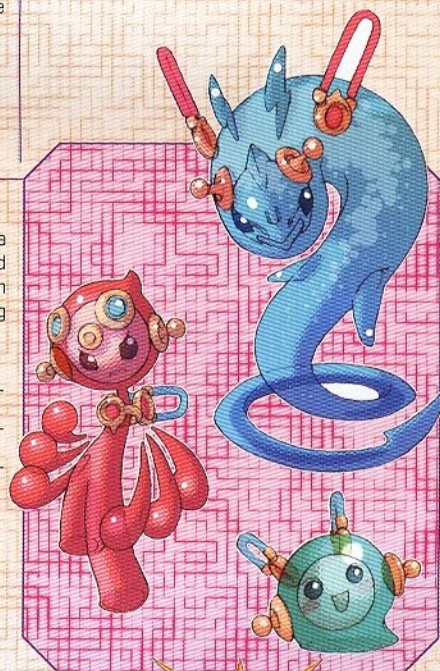
ZERO4 Revamped elf system

The elf system has been changed drastically from the previous games. Now, you get one unique elf that can emulate the effects of elves of all three types from previous games in the series. By collecting E-Crystals and leveling up your preferred type of ability, you are granted access to many different enhancements, whose effects become more powerful the more you level up the different types. This elf cannot be used up, but activating abilities beyond its maximum power limit will penalize your mission score.

Number of Elves : 1

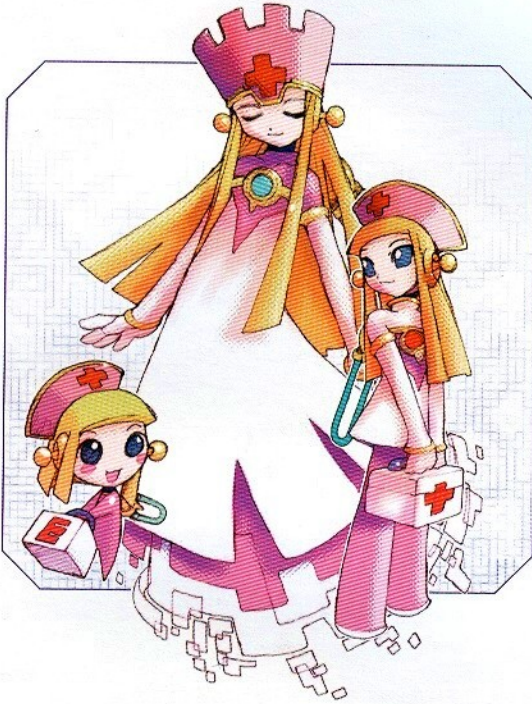
Alterations : Unavailable

Acquire through : Alouette

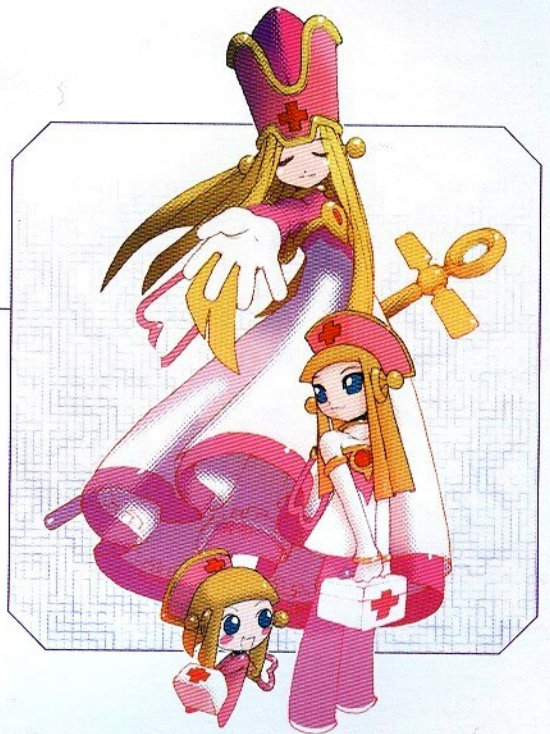


NURSE

Here we display illustrations of Nurse-type elves, who look very much like their namesake. They restore life and energy.



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Winkie, Grandie



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Martina



MEGA MAN ZERO / Illustrated by Toru Nakayama
Nuppie, Mippie, Reppie, Lippie



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Arif, Birif, Shirif, Derif, Furif, Gurif, Harif, Irif, Jirif, Eepi, Feepe,
Maapi, Yuupi, Ririfu, Murifu, Nurifu, Drifu, Pirifu, Erifu, Kerifu



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Milvy



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Sylphy

MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Elphy





MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Rilphy

MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Curiph, Luriph, Suriph, Tiriph, Yuriph,
Beriph, Wiliph, Cyliph



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Hapitan, Nutan, Lubtan, Nebitan, Estan, Peatan

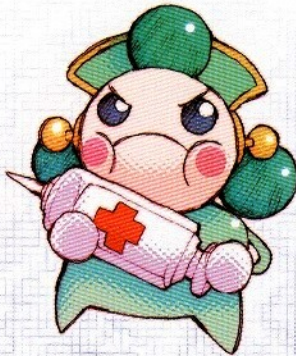
MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Motolar, Tielar, Muelar, Rohealar, Ishilar,
Tomilar, Mikilar, Remilar





MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Artan

MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Zickan



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Morick, Keick, Coswick, Somack, Emick, Satick, Parick, Mitick

MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Snoq, Mathiq, Miyag, Ajiq, Dobuq, Mulaq





MEGA MAN ZERO 2 / Illustrated by Toru Nakayama
Annue, Charnue



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Mott



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Dott



MEGA MAN ZERO 2 / Illustrated by Toru Nakayama
Culoppe, Miloppe, Meloppe, Reloppe



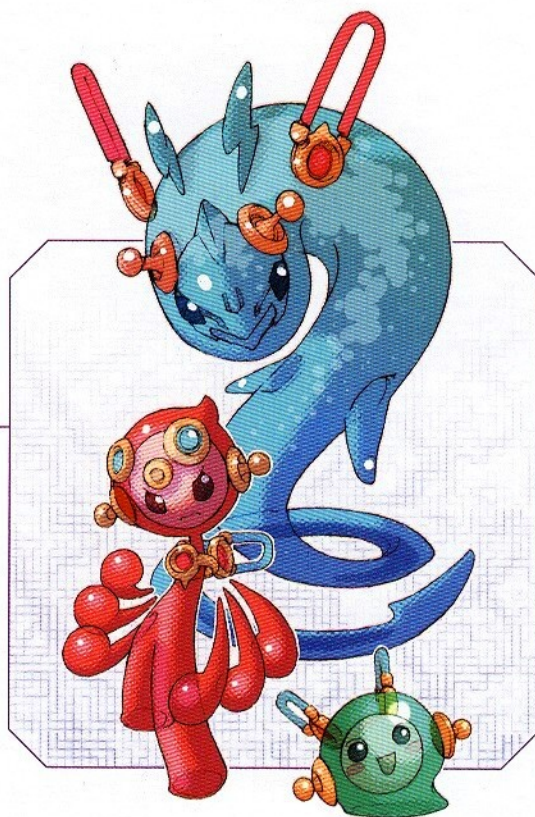
MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Cloppe, Sloppe

ANIMAL

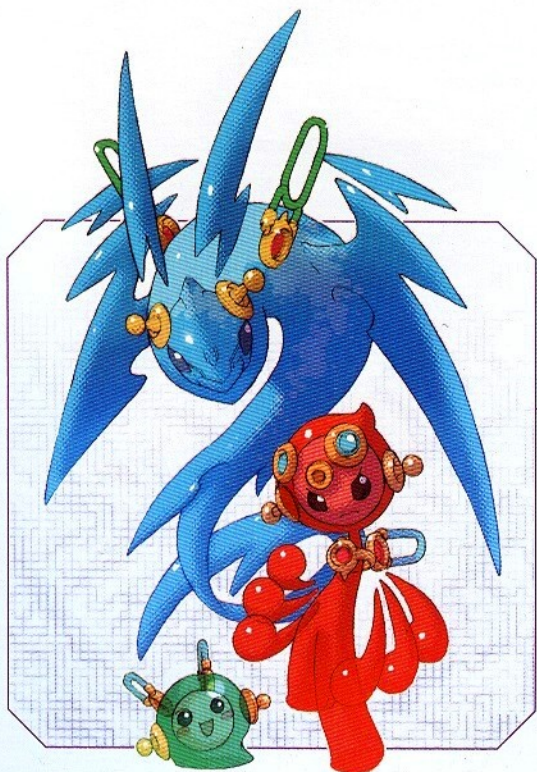
Animal-type elves, true to their names, take the forms of animals like monkeys and birds. They provide direct combat support, either by improving Zero's physical abilities or by fighting alongside him in battle.



MEGA MAN ZERO / Illustrated by Toru Nakayama
Shelter



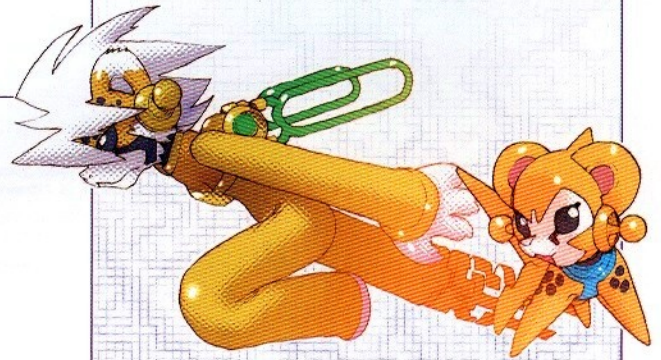
MEGA MAN ZERO 2 / Illustrated by Toru Nakayama
Putick



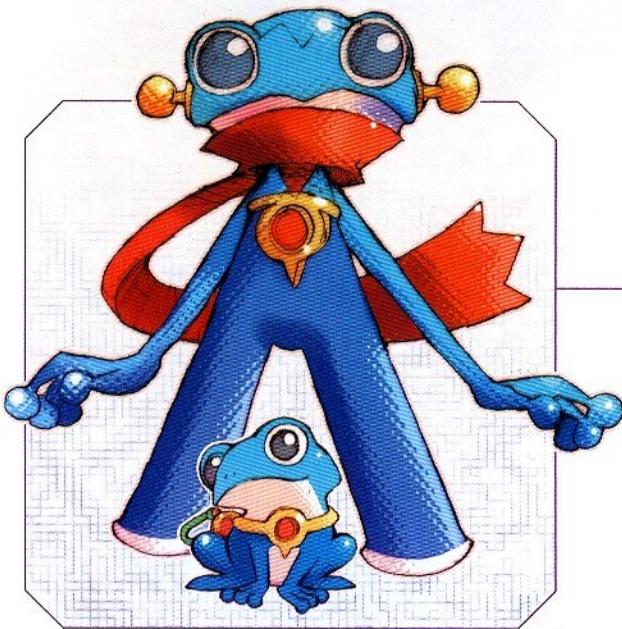
MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Putite



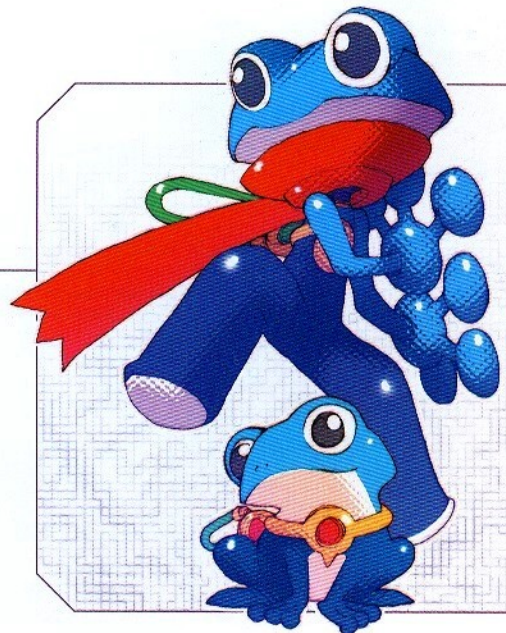
MEGA MAN ZERO / Illustrated by Toru Nakayama
Turbo, Jettah



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Balette



MEGA MAN ZERO / Illustrated by Toru Nakayama
Ribbid, Kelon



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Kwappa



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Buffer, Fubuffa

MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Gambul



MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Gibber, Atti



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Maya





MEGA MAN ZERO, ZERO 2

Illustrated by Toru Nakayama

Birsky, Birtack, Birdian, Birtross, Birlfly, Birrair, Birwin, Biraero, Bircarry, Birhang, Birflow, Birhelp

MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Biraid, Birleaf



MEGA MAN ZERO, ZERO 2

Illustrated by Toru Nakayama

Beesus, Beedle, Beenet, Beehoney, Beefive, Beevoize, Beesult, Beeshot, Beestin, Beebite, Beehitt, Beefire, Beelanch, Beellet

MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Beetack, Beenipe



MEGA MAN ZERO, ZERO 2

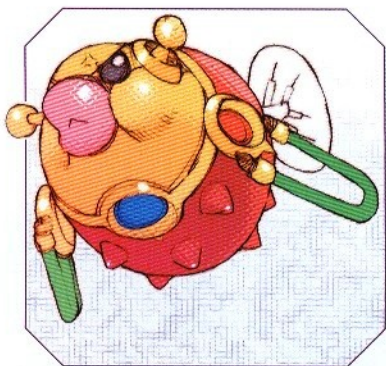
Illustrated by Toru Nakayama

Sticker, Stickon, Stickle, Sticken, Stickah, Stickoo, Stickie, Stickoh

MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Pitapah, Pitapuh



MEGA MAN ZERO, ZERO 2

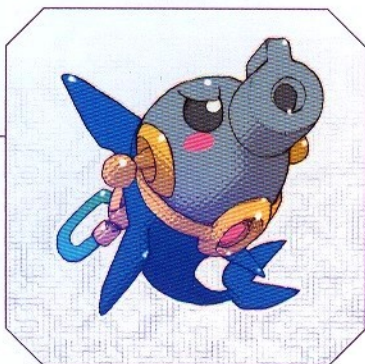
Illustrated by Toru Nakayama

Bomga, Bomgu, Bompa, Bompu, Bomgrow, Bomserow, Bomphew, Bomblow

MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Archim, Archil



HACKER

Hacker-type elves specialize in hacking and then rewriting map and enemy data, making missions easier to complete. They tend to take less mechanical forms.



MEGA MAN ZERO / Illustrated by Toru Nakayama
Totten

MEGA MAN ZERO 2 / Illustrated by Toru Nakayama
Dable



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Byse

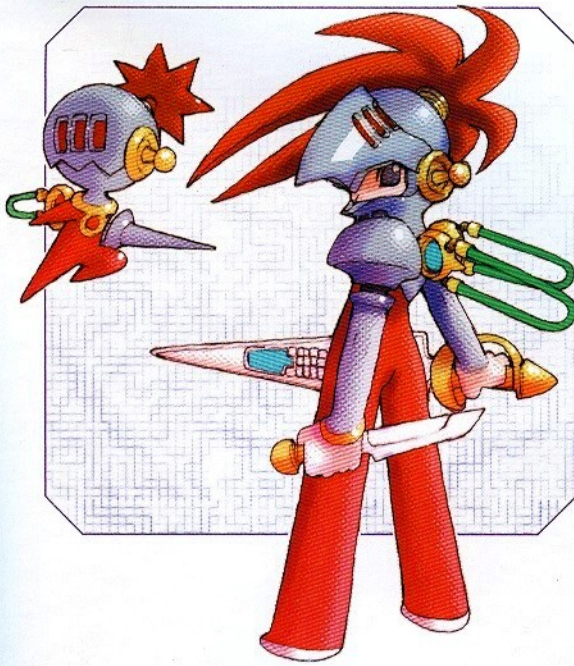


MEGA MAN ZERO / Illustrated by Toru Nakayama
Itecle, Iteumon, Itettle, Itepon, Iteron, Itemeter,
Iteroth, Itemass, Iterex

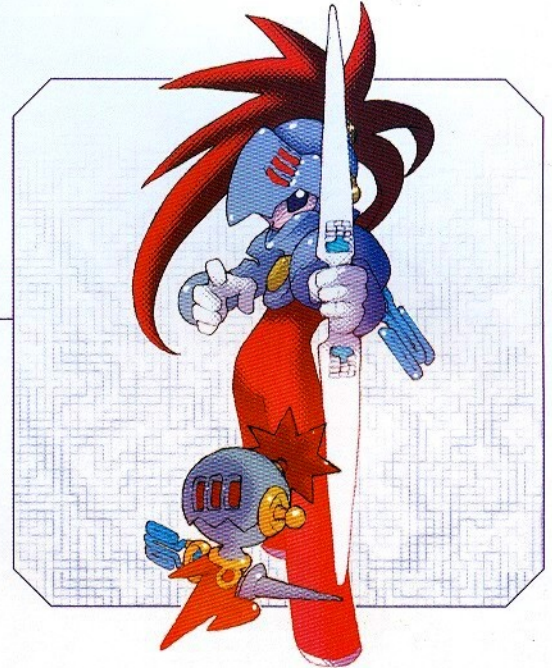


MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Dylphina

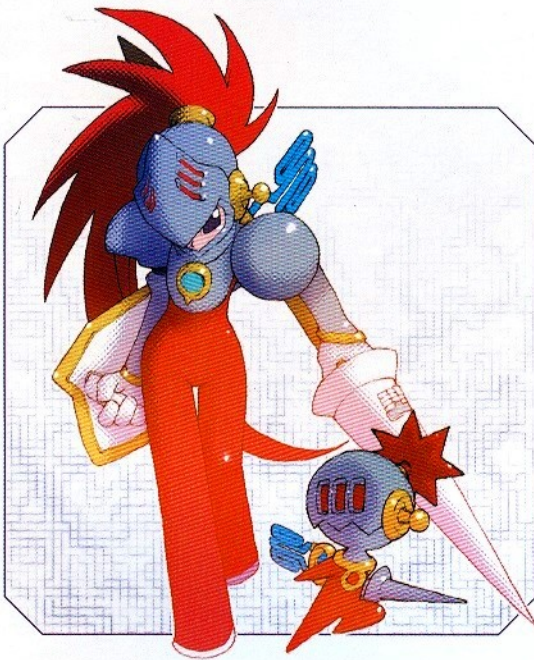




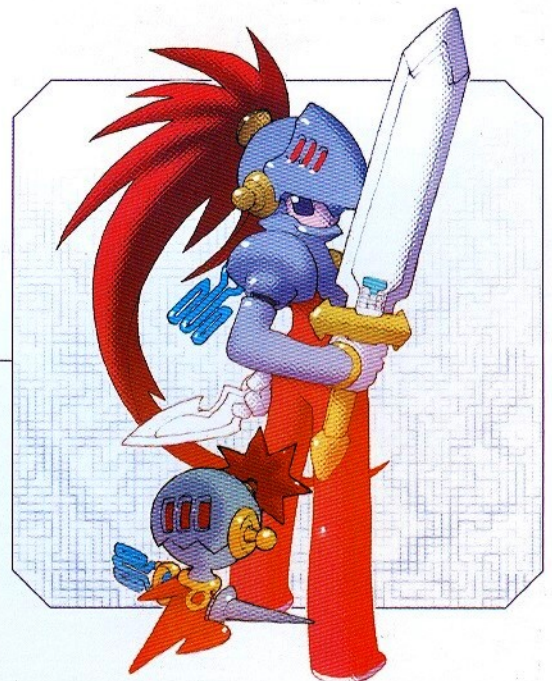
MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Enite, Kenite, Menite, Lanite



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Kynite

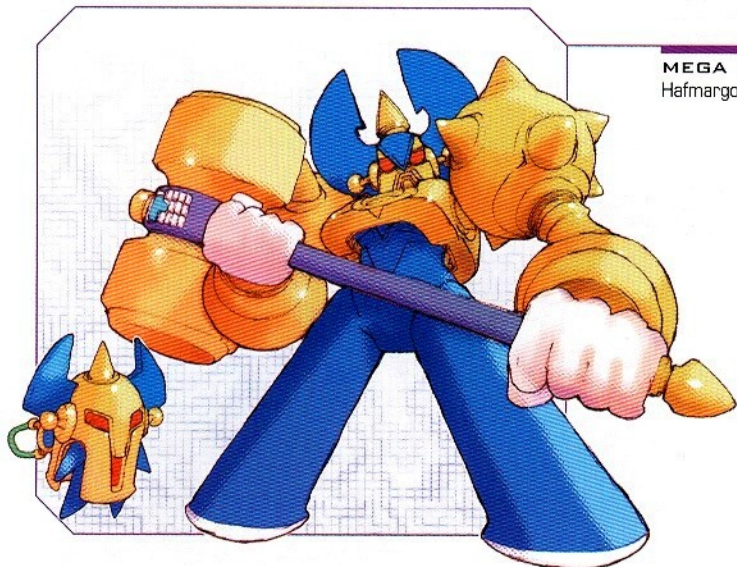


MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Sunite

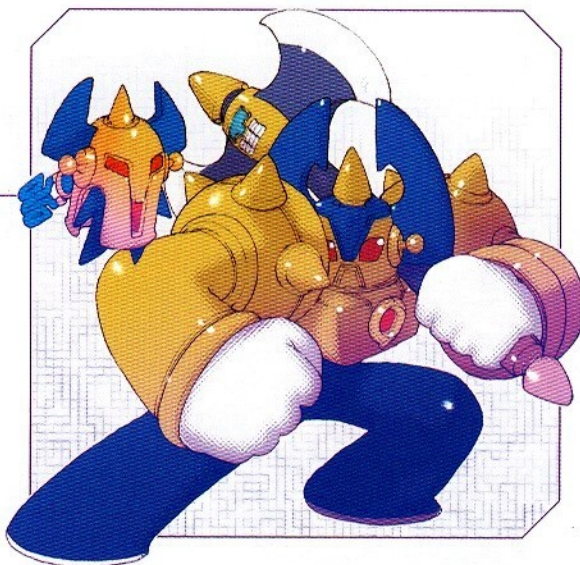


MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Tenite

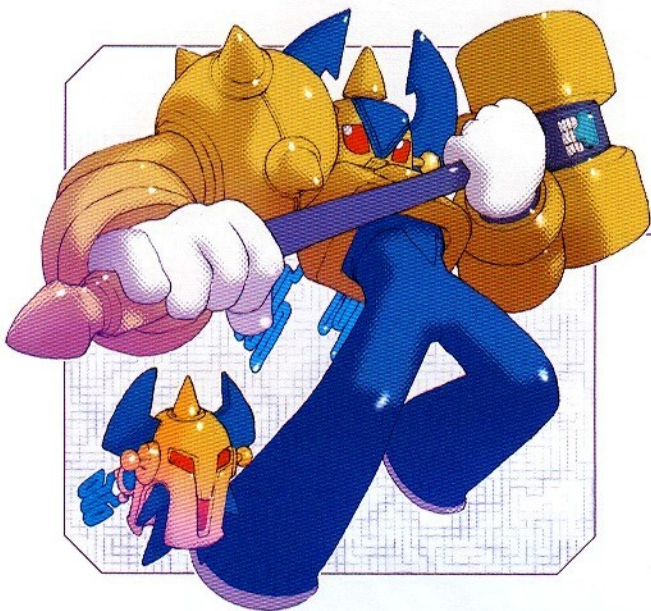
MEGA MAN ZERO, ZERO 2 / Illustrated by Toru Nakayama
Hafmargo, Hafmarda, Hafmardo, Hafmarmin



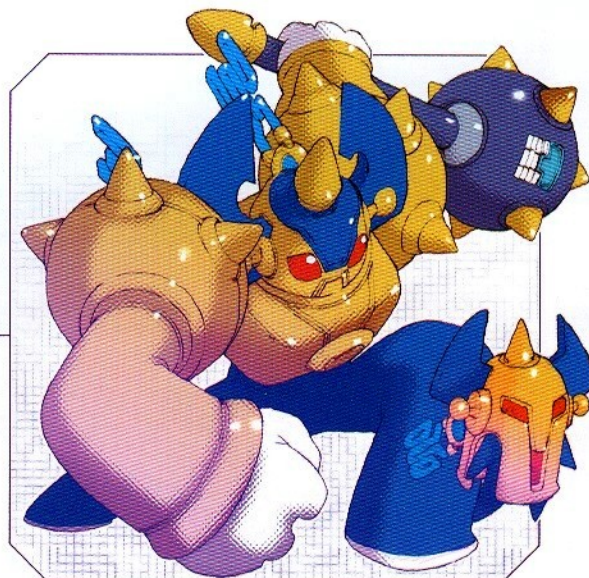
MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Hanmarga



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Hanmarji



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Hanmarbo





MEGA MAN ZERO, ZERO 2

Illustrated by Toru Nakayama

Stoccue, Stocchu, Stocto, Stocpie,
Stocpah, Stoccum, Stockel, Stocttus,
Stoctem, Stocpuss, Stocpell



MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Stopalla, Stopina, Stopule, Stopeta,
Stoposa



MEGA MAN ZERO, ZERO 2

Illustrated by Toru Nakayama

M-orell, M-oria, M-orque, M-orekka,
M-orolli, M-orapp, M-orina, M-orossa,
M-oreno



MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Metoras, Metorika, Metorph, Metella,
Meterom



MEGA MAN ZERO, ZERO 2

Illustrated by Toru Nakayama

Clocka, Clocta, Cloctch, Clocpah, Clocpooh,
Clockle, Clocsule, Cloctell, Clocpull



MEGA MAN ZERO 3

Illustrated by Toru Nakayama

Clokkle



MEGA MAN ZERO 2 / Illustrated by Toru Nakayama
Acool, Ashiro, Aterner, Anurray



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Aina, Acooi, Achoon, Anater, Awarne



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Cottus



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Malthas



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Lizetus, Shuthas, Iethas, Enethas



MEGA MAN ZERO 3 / Illustrated by Toru Nakayama
Busras, Sabras, Roderas, Boomerass

OTHER

Here, in addition to illustrations of the elf from Zero 4, known for its different, single-elf system, we have included some rough, early sketches of various elves from the entire series.



Mega Man Zero 4 / Illustrated by Hirokatsu Maeda

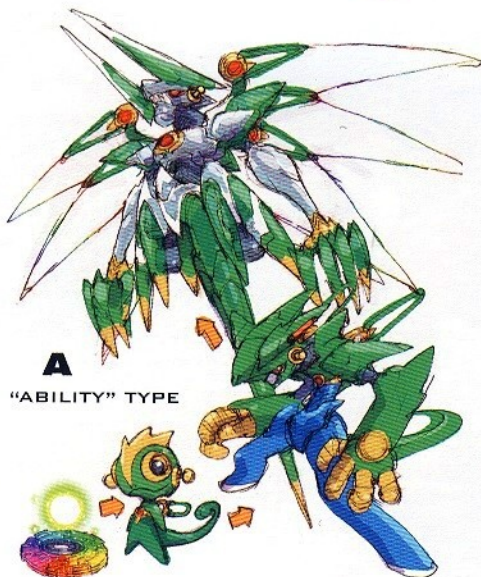
A
"LIFE" TYPE



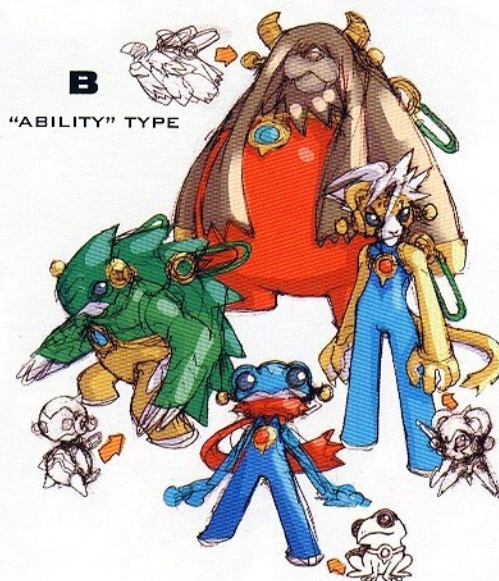
B
"LIFE" TYPE



C
"LIFE" TYPE



A
"ABILITY" TYPE



B
"ABILITY" TYPE



C
"ABILITY" TYPE



A
"HACKER" TYPE

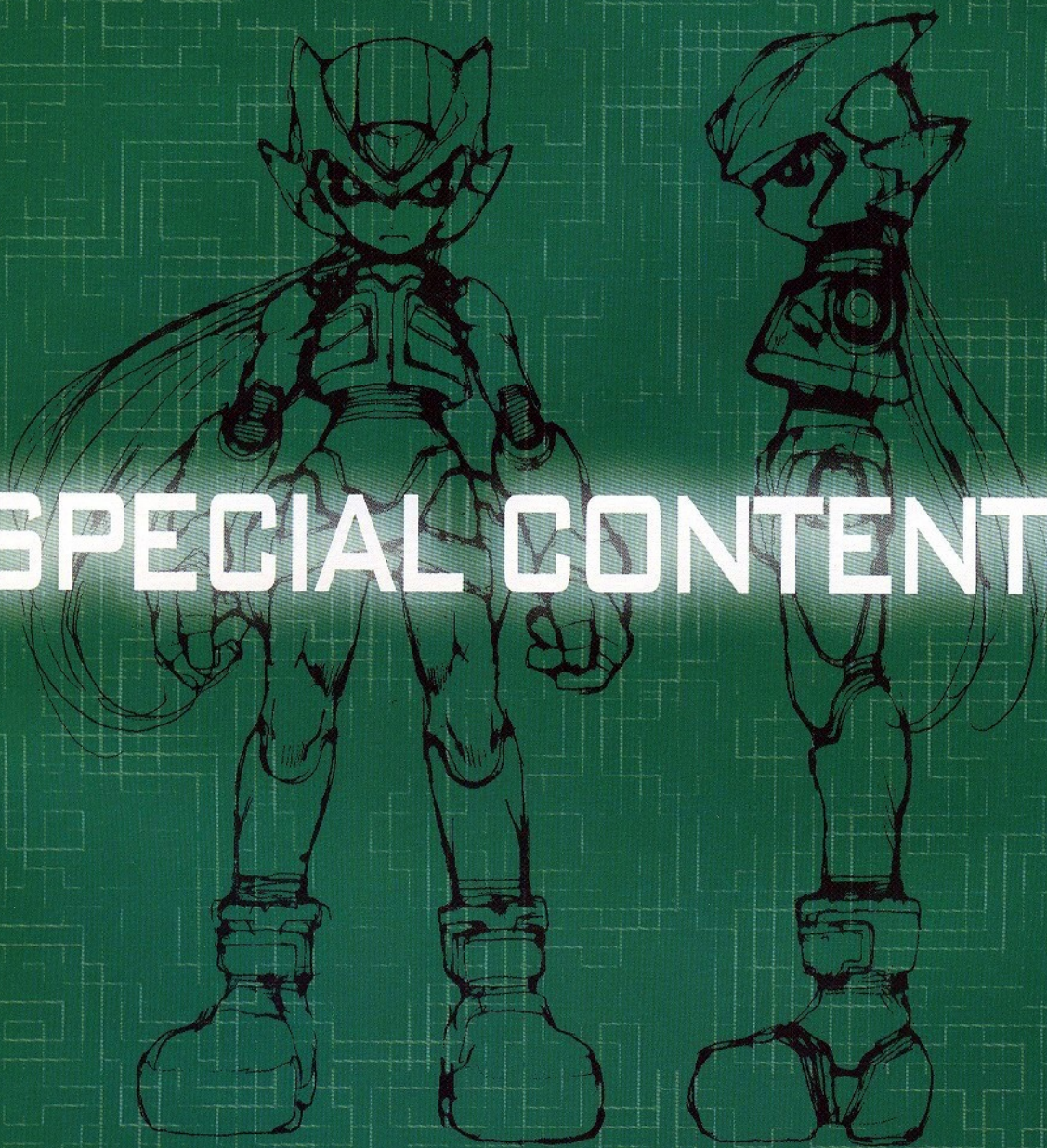


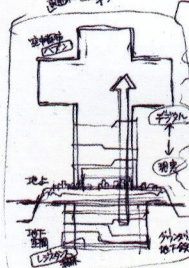
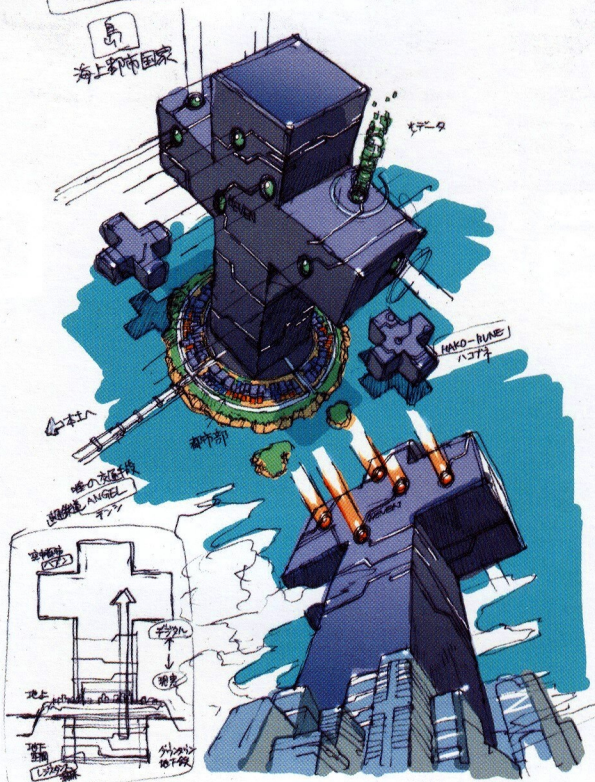
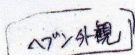
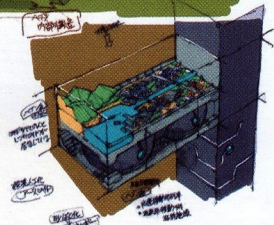
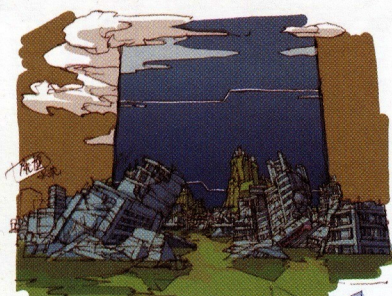
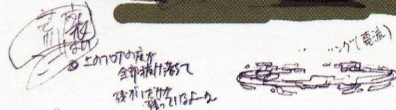
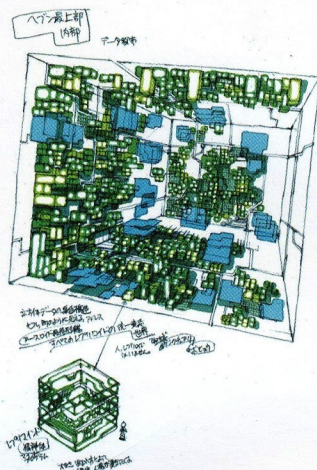
B
"HACKER" TYPE



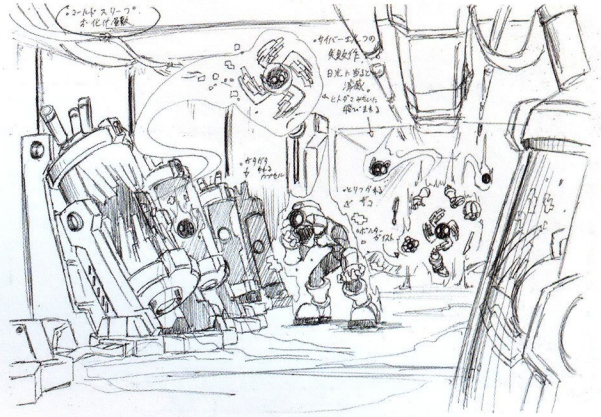
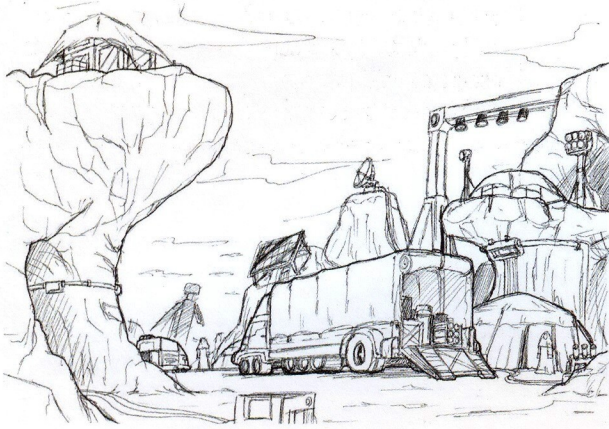
C
"HACKER" TYPE

SPECIAL CONTENTS





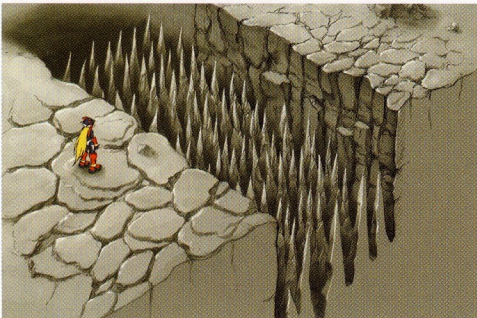
128



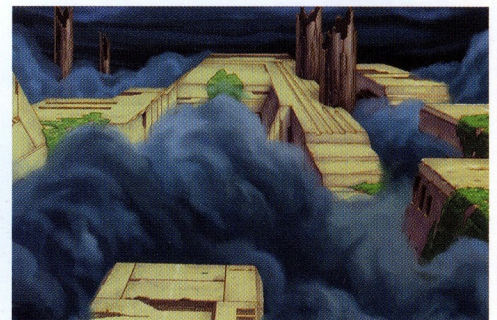
Rough images for the backdrops of the Caravan and Area Zero locations. The ruined scenery and destroyed structures speak to the horrors of war.



Mega Man Zero 4 / Illustrated by Mokoto Yabe

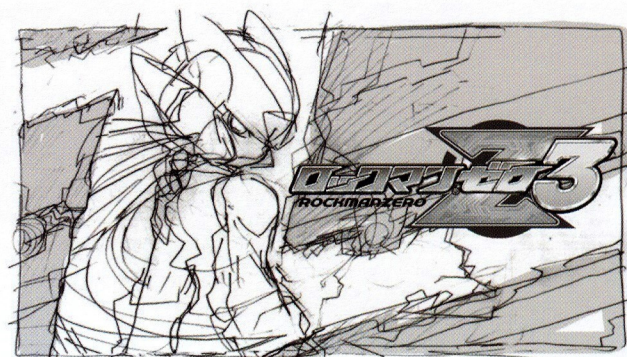
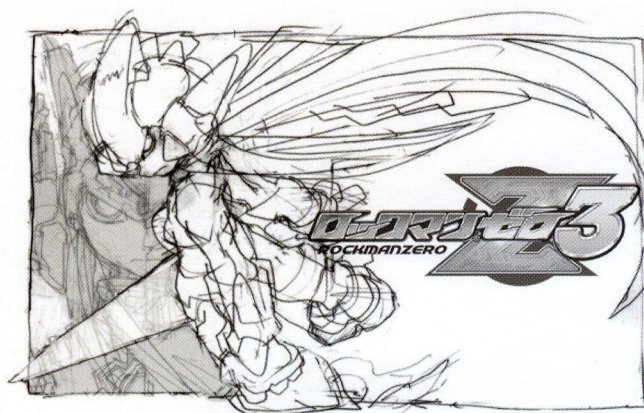


Mega Man Zero 4 / Illustrated by Hidenori Katsuki



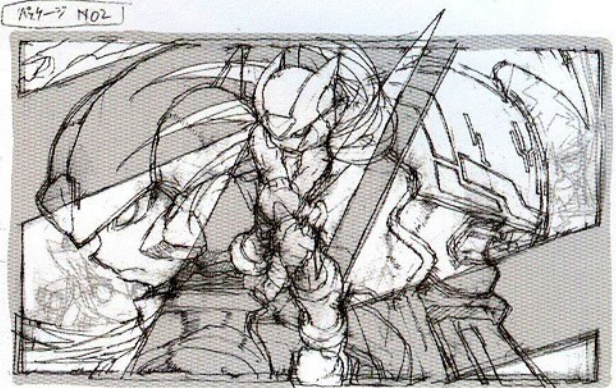
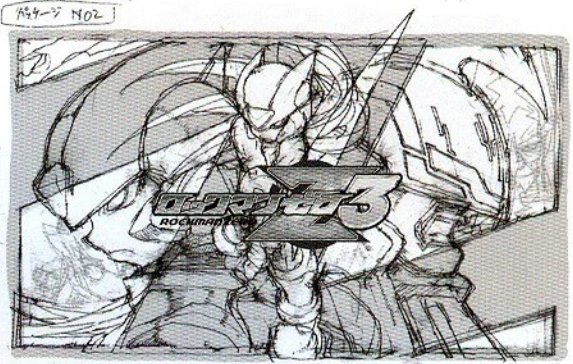
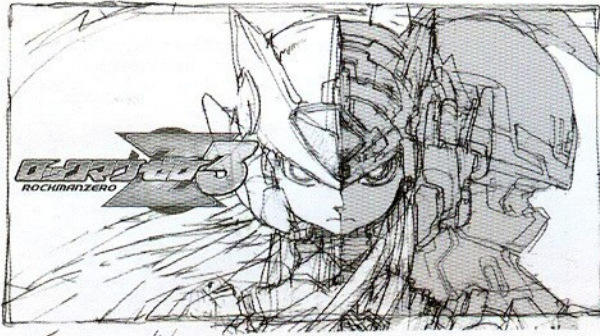
First draft of the Weather Changing System, which alters the appearance of stages according to the weather. Weather effects like snow and fog can dangerously reduce the visibility of traps.

Mega Man Zero 4 / Illustrated by Hiroyuki Tamura

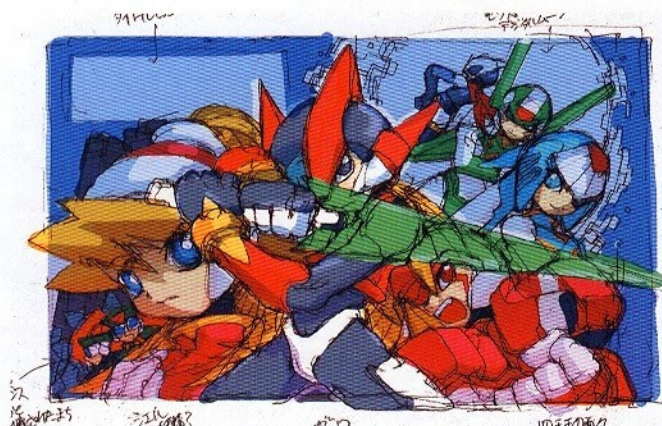


Mega Man Zero / Illustrated by Toru Nakayama

Concept art for the Rockman Zero 3 box art. Because the box art is the face of the product and is, as such, very important, many ideas are submitted and rejected before the final decision is made.



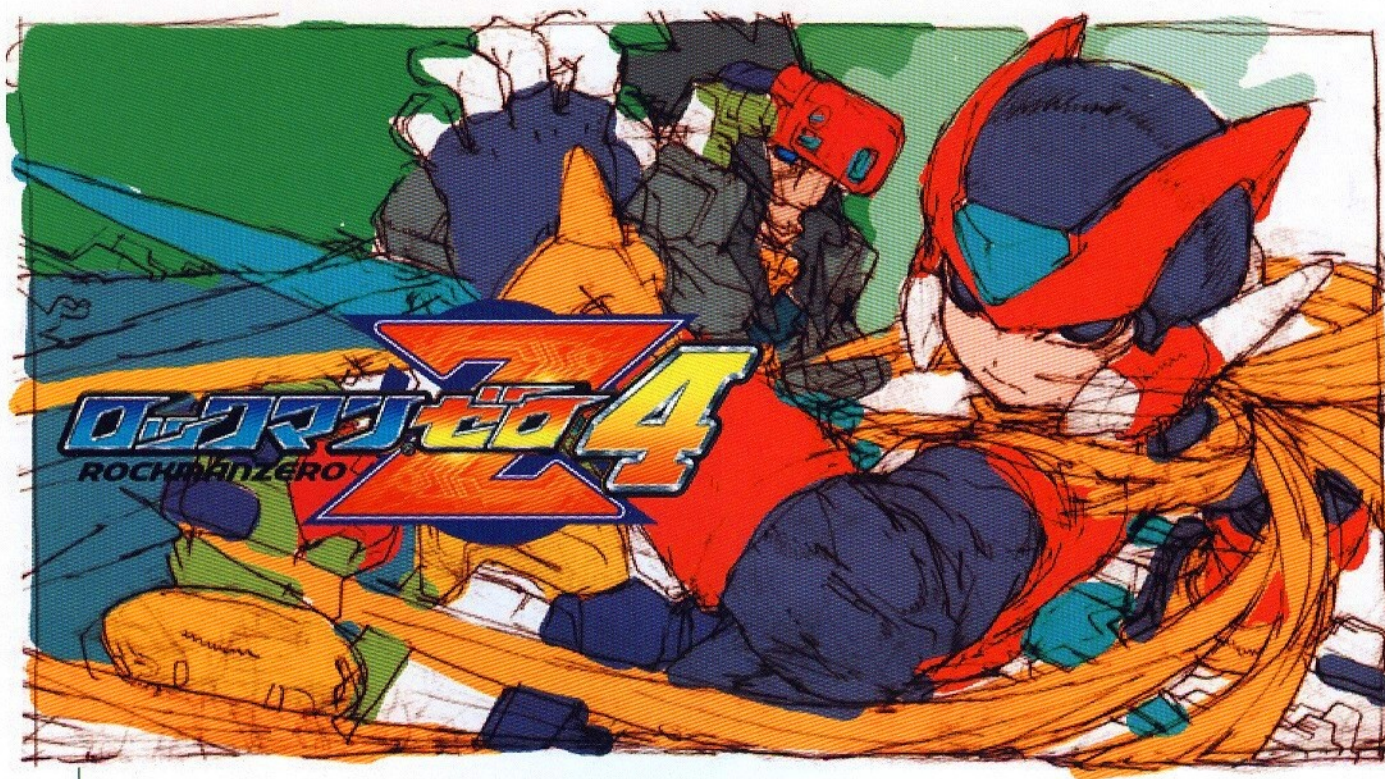
The illustration to the left was done for the Rockman Zero 3 manual. As the general design had already been decided upon, the final art does not vary greatly from that drawing.



The above illustration is for the Mega Man Zero 1 box art.
The drawing used for the final product is very similar to this.

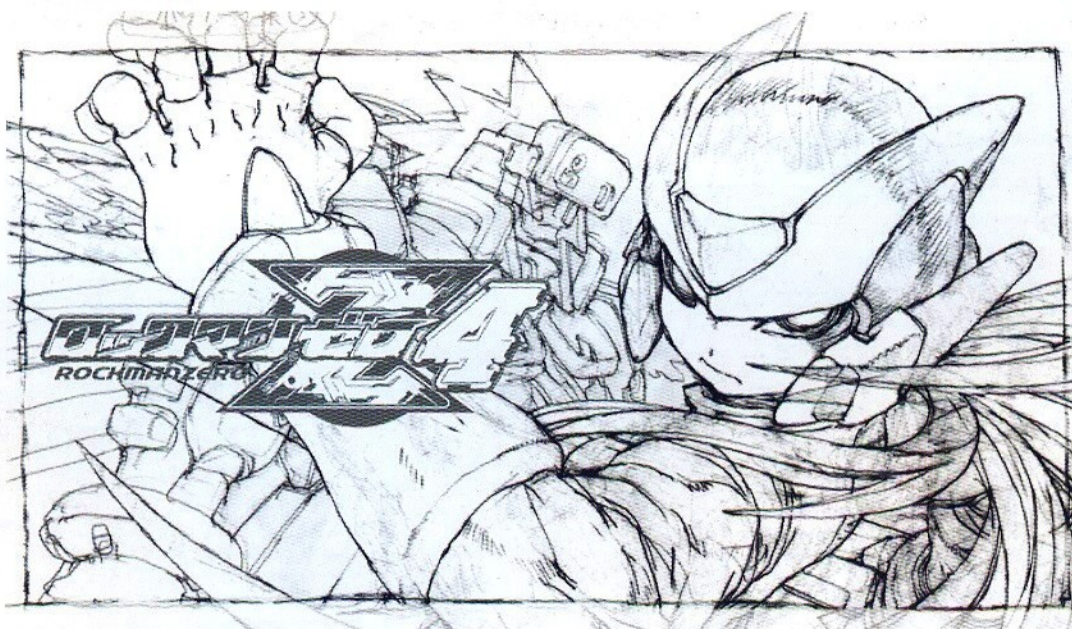
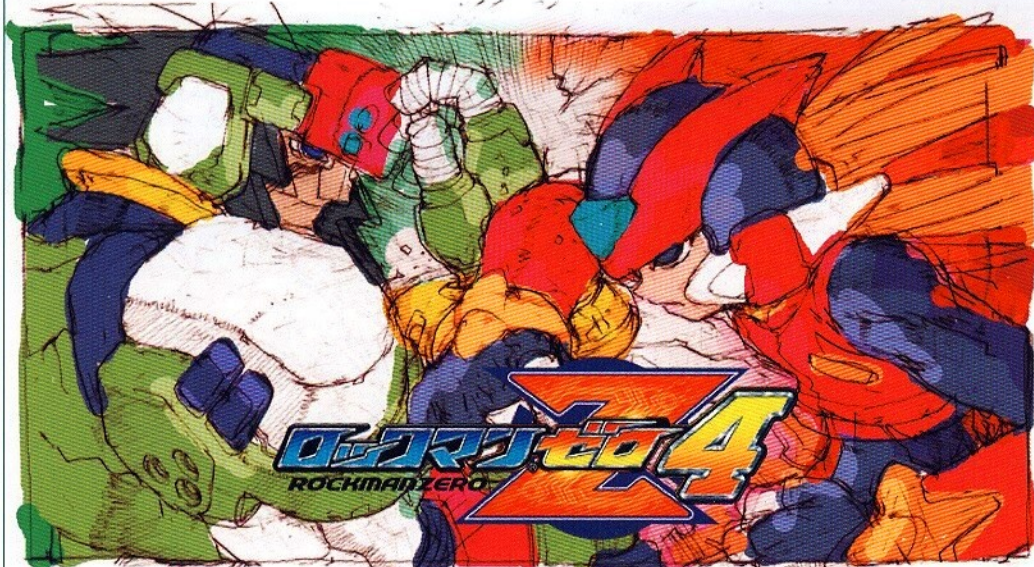
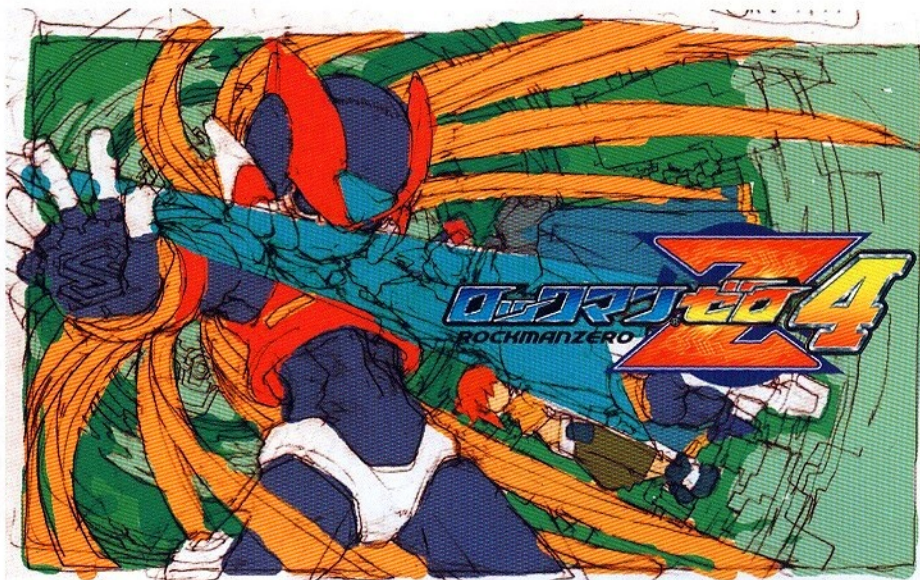


Mega Man Zero / Illustrated by Toru Nakayama



Mega Man Zero 4 / Illustrated by Toru Nakayama

The rough sketches for the Mega Man Zero 4 package art. It had already been decided that Zero and Craft would appear on the package, and the final version featured Zero and Craft with planet Earth in the background.



DR. WEIL IDEA

With the "old geezer scientist" and the "handsome young scientist" ideas having become a little passé in the X series, the concept of a genius boy with an overdeveloped brain was introduced. (We could explain his old-man style of speech by pointing out the fact that he has been alive for hundreds of years.) Instead of wearing his oversized white lab coat, he would have it sort of draped over his shoulders as he hovers about. A young boy in shorts wearing glasses... haha!



In-game
holographic image
ゲーム中の立体映像

Go, Omega!
ゆけオメガ!



Hovercraft.
ホバークラフト

On-screen
communication
image
受信映像時



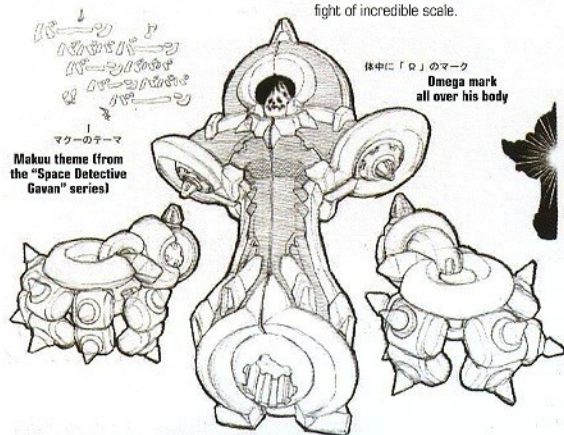
クーックーッ食いたかったよ
レジスタンスの諸君。
Hehehe... How nice to finally
meet the resistance.

It could be considered a bit of an unexpected surprise to use a young boy. Early on, he appears in the game as a silhouette, and the players would probably imagine some horrible-looking creature in their minds.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

OMEGA IDEA

Omega, the giant Replid, could be a sarcophagus that has the true final form of Omega sealed within it (like a pharaoh's sarcophagus). Initially he would take the guise of a giant Mechaniloid with the form of a Cyber-elf at the head location and two giant arm units. He would have "grave guardians" protecting him. He could even gain arms as the game progresses. In game mechanic terms, he would have a 256 vertical dot size, and would be a boss fight of incredible scale.



奥中に「ロ」のマーク
Omega mark
all over his body



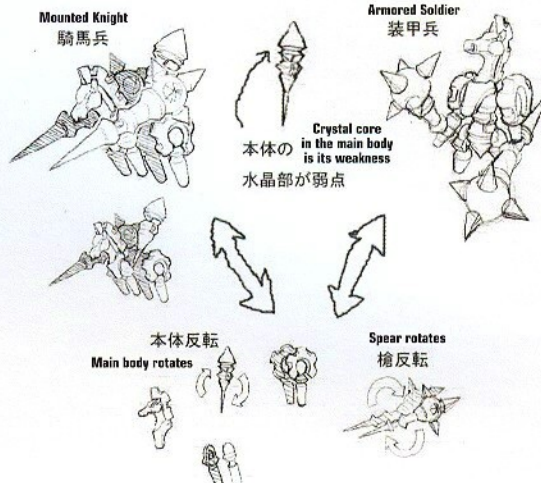
When the final form is about
to appear, the sarcophagus
splits down the middle, and
the true Omega awakens
from his slumber:



Mega Man Zero 3 / Illustrated by Akihiro Notsu

METAKNIGHT (META SERIES)

The main body, spear, and equine heads, forelegs, and hind legs are separate parts that can be assembled in either a mounted knight or defensive unit version. Metaknight controls the form of the main body and constantly protects its one vulnerable spot.



Mounted Knight
騎馬兵

Armored Soldier
装甲兵

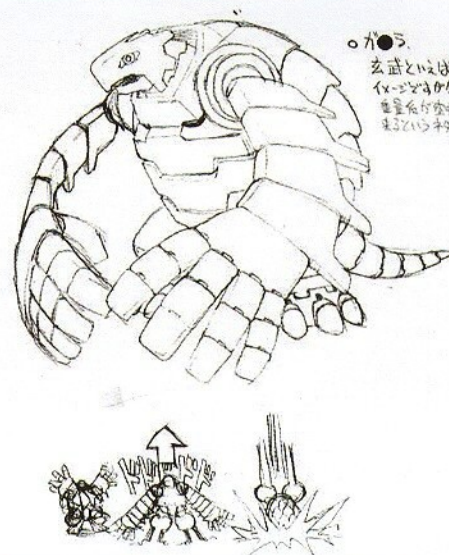
Crystal core
in the main body
is its weakness
本体の
水晶部が弱点

本体反転
Main body rotates

Spear rotates
槍反転

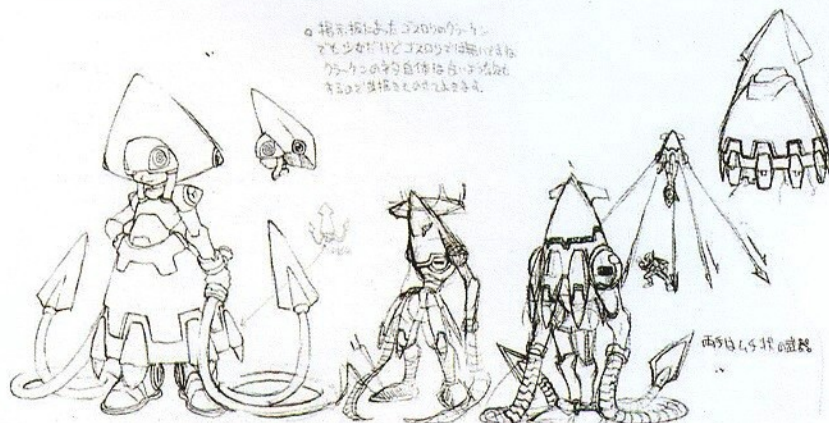
While in mounted knight form, he is extremely agile, and his lower half cannot be damaged. As the crystal is visible only at the top of his body, it would be necessary to use jump attacks in order to do any damage while he is in this form. In defensive unit form, his upper body is reinforced and therefore it is necessary to attack his lower half, where the crystal is.

Mega Man Zero 3 / Illustrated by Akihiro Notsu



○カオス
玄武といえは陸軍の
イメージをふまけた海軍系
重量系が突如として
暴走したのだ。

Mega Man Zero 3 / Illustrated by Masaya Suzuki



The rough submissions for bosses like Weil and Omega. They are each described in great detail. The centipede (Megamilla on pg. 81) and large revolving scroll (Locomo IF on pg. 81) made it into the game mostly unaltered.

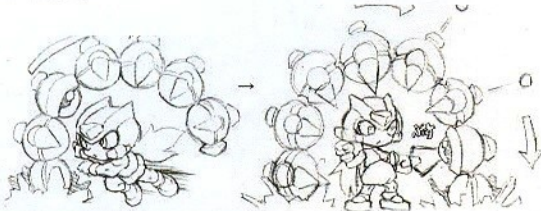
Mega Man Zero 3 / Illustrated by Masaya Suzuki



CENTIPEDE (MEDIUM BOSS)

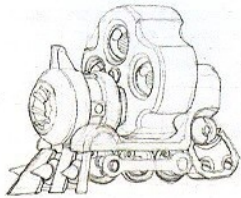
Shoots out of the ground and arcs through the air before burrowing itself in the ground again. His weak point is his belly button, which is on his underside. Attacks to his outer shell prove futile. He launches bullets from his back.

As soon as the centipede appears, dash under it. Attack its belly button from underneath.



Mega Man Zero 3 / Illustrated by Akihiro Notsu

REVOLVER CANON (TRAIN CANNON MEDIUM BOSS)



The ammunition chamber it has as a body contains three types of bullets, each with a different elemental property. When attacking, a bullet head of the appropriate elemental color (for fire, lightning, or ice) appears, then retracts immediately after attacking. It is possible to anticipate attacks by watching the color of the ammunition chamber. The bullet heads are the weak points, though targeting them will be difficult.



Warhead
弾頭

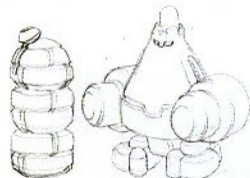


There are four chambers, but only three kinds of elemental bullets. One chamber is empty, and therefore when the bullet head for this chamber comes out, it is completely vulnerable to attack. Each chamber will cycle through once in a random order before the ammunition chamber reloads.

The train body itself will charge forward from time to time to cause physical damage. Towards the end of the battle, it could get harder to watch the ammunition chamber, as it starts spinning "Russian Roulette" style.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

YETI (DARUMA OTOSHI MEDIUM BOSS)



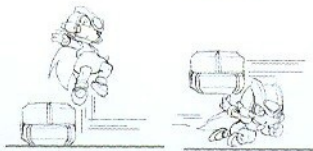
The top-most section is an Eskimo launcher.



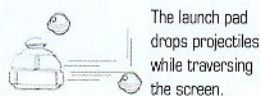
The pillar has four sections, and the bottom three are punched forward toward the player.

Once all three sections have been launched, the pillar rebuilds itself.

Knocks out sections of an ice pillar, Daruma Otoshi-style. The sections themselves do not do damage, but they crush you against the wall to deliver damage. In the cactus stage, there could be prickly sections that do damage just by making contact.



Jump over low sections, and dash under high ones.



Dodge these by moving between them as they fall.

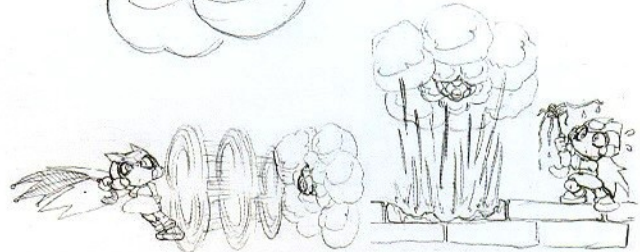


Mega Man Zero 3 / Illustrated by Akihiro Notsu



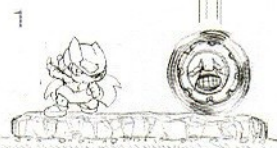
PANTHEON TYPHOON

A Pantheon's head part acts as the eye of the storm. When facing sideways, he blows violent winds. When facing downwards, he causes a tornado or melts the ground with acid rain.



Mega Man Zero 3 / Illustrated by Akihiro Notsu

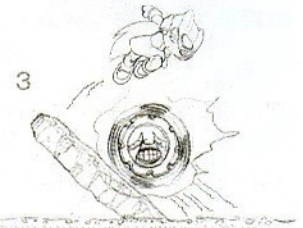
LAVA SEESAW (MID-BOSS)



A spinning boss (motif undetermined) drops down. He is big enough that a regular jump will not clear him.



The weight of the boss causes the platform to tilt, and the boss' spinning causes little bits of lava to fly upward as he dips below the surface.



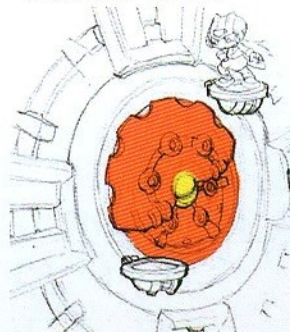
As the boss spins up the platform towards the raised end, use the height of the tilted platform to jump over the boss.



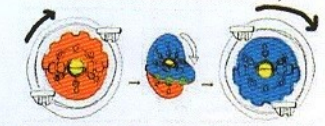
If the timing is off, the player will fall into the lava instead of landing safely on the other end of the platform.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

LARGE REVOLVING SCROLL (MEDIUM BOSS)

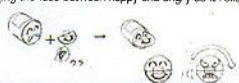


Attack this revolving power reactor from the maintenance platforms circling around it. The center of the reactor can be both fire- and ice-elemental and switches between the two. The "wall" of the center is hinged, and as it spins, the flap falls down to reveal either a fire face or an ice face. This process repeats as the maintenance platforms circle around it constantly.



Eventually, the rotation stops, and the ensuing attack is determined by which elemental face is showing at the time. While attacking, the center core opens up, revealing its vulnerable spot. The platforms resume circling around.

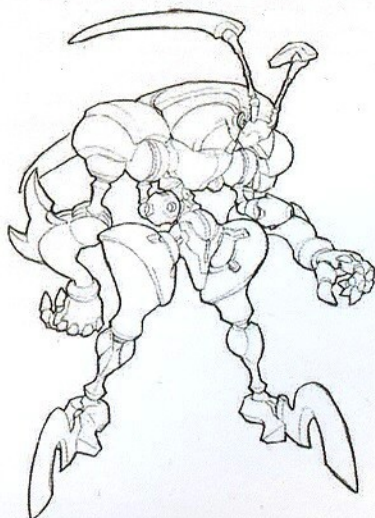
The idea for this boss comes from an old arts and crafts project where you would draw happy eyes and angry eyes on the bottom of a can, then tape a half piece with a smiley mouth on one side and an angry mouth on the other side to the bottom of the can. Rolling the can would then cause the flap to continually flip down, changing the face between happy and angry as it rolls.



The flame attack delivers damage above the boss, while the ice attack delivers damage below him. Figuring out which platform to be on at the time of attack is the key to victory.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

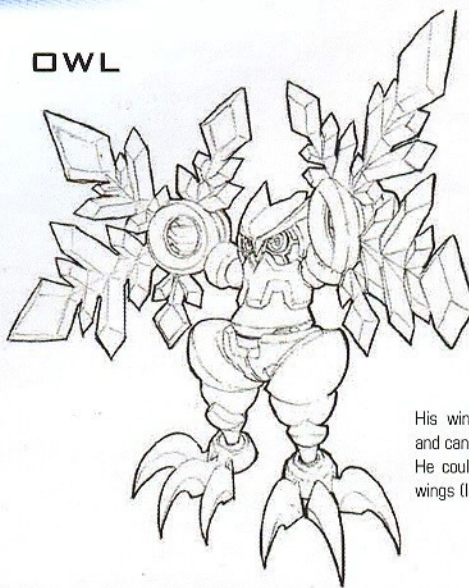
THE KING LOCUST ABBADON



As locusts are known for spreading disease, he has sprayers on his inner arms to spread a noxious gas. Since he is a locust-type character, it is safe to assume that his jumping abilities are extraordinary.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

OWL



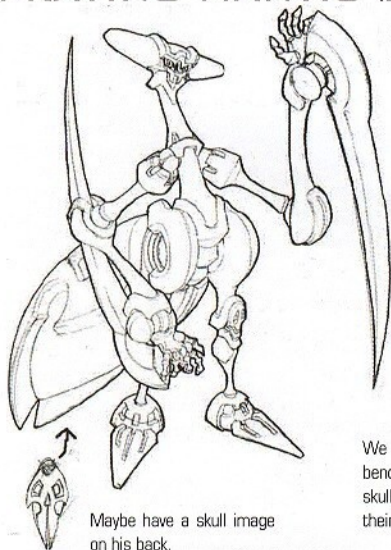
This beast god motif comes from Ainu mythology's owl god "Cotancolcamui."

Extremely thick eyebrows are desirable, so a horned owl model could be okay. Ainu mythology is usually related to cold climates, so he will be an ice-elemental character.

His wings are similar to snowflakes, and can form and regenerate endlessly. He could even form things other than wings (like hands.)

Mega Man Zero 3 / Illustrated by Akihiro Notsu

PRAYING MANTIS (DEATH MANTIS)



Combined a praying mantis with the Grim Reaper.

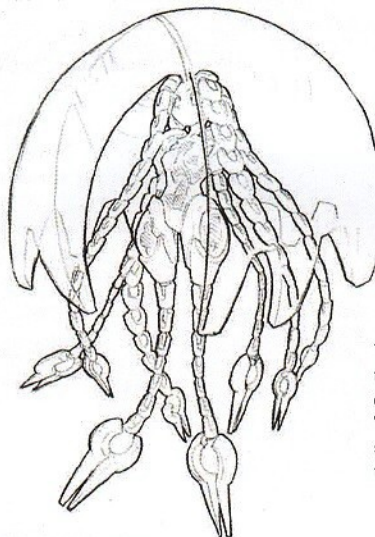
This is the idea.

By giving him the ability to fold his scythe blades to form different weapons, he could be a very cool character.

We could make it so that bending his knees causes the skulls on his knees to open their jaws.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

JELLYFISH



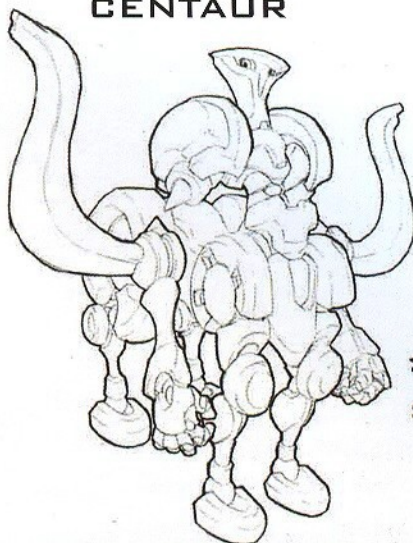
This beast god motif isn't actually a jellyfish, but rather "Apusaras," from Indian mythology.

Her body, head and umbrella are all transparent.

Though her umbrella parts fall in the front and back like hair, she could close them to shield herself. We could use her as Leviathan's second form, even though she is thunder-elemental.

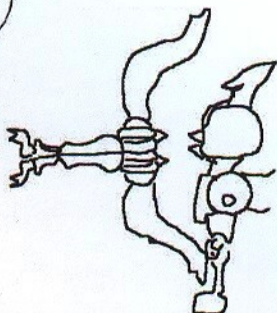
Mega Man Zero 3 / Illustrated by Akihiro Notsu

CENTAUR



A human's head with a beast's body might be a no-go. But just in case. We could even use it for a second form for one of the Four Guardians.

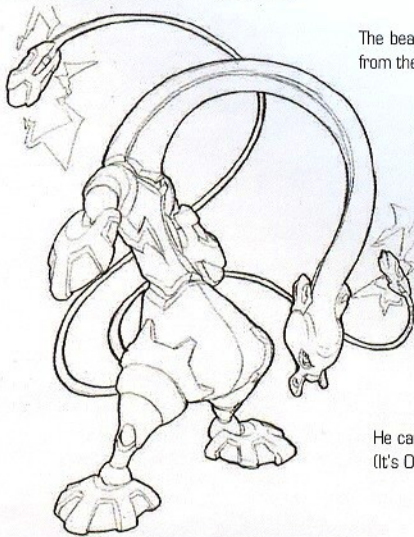
By taking a "Hadoken" pose, his arms would form a bow (the Centaur Cannon). His regular weapon could be a saber.



Mega Man Zero 3 / Illustrated by Akihiro Notsu

Ideas for the boss characters of Zero 3. The Praying Mantis (Death Mantis on Pg. 75) was used as a member of Weil's Numbers without much change. None of the other ideas were used, but there were many creative ideas submitted, like the locust and jellyfish.

ELECTRIC EEL



The beast god motif is "Tuna" from the Maori mythology.

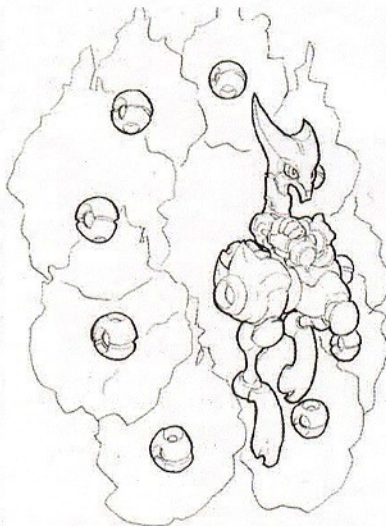
He is the guardian god of eels, and is able to cause floods and call lightning at will.

Cousin of Elekiel Namogros, and gets pissed off if you confuse the two of them.

He can fly with the "ioncraft" effect. (It's OK to steal the idea!)

Mega Man Zero 3 / Illustrated by Akihiro Notsu

NINE-TAILED FOX



Constantly has nine bits by her, burning like spirit fire. The nine bits rotate around the fox's body, trailing after her as she moves.

The nine tail flames could be: "Elite, Soldier, Battle, Being, Complete, Formation, Overwhelming, Presence, Forward!" or something.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

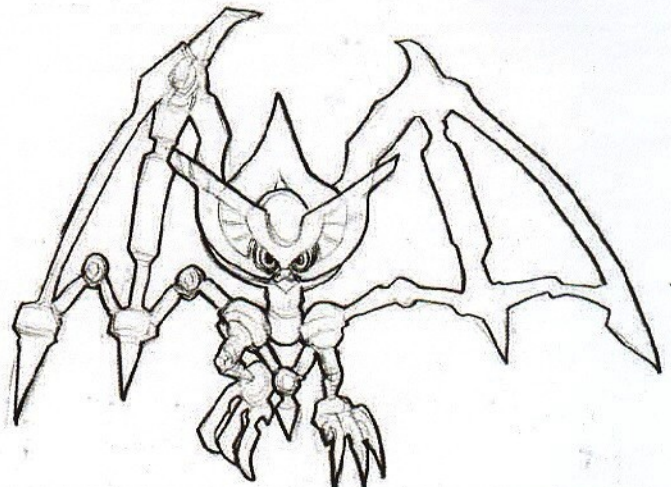
KIRIN



Mega Man Zero 3 / Illustrated by Akihiro Notsu

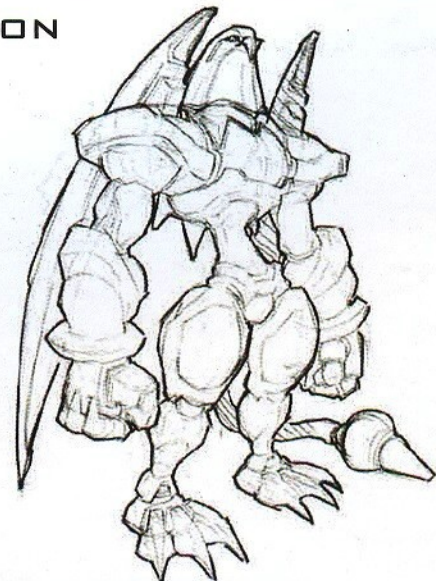
The electric eel (Volteel Biblio on pg. 78) and nine-tailed fox (Cubit Foxtar on pg. 76) were included in Zero 3. Although the design was changed quite drastically, the bat (Devilbat Schilt on pg. 74) was also included. The first two already have their character details written out in great detail at this point, which suggests that their inclusion in the game was already decided.

BAT



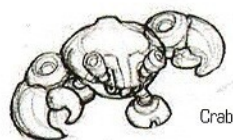
Mega Man Zero 3 / Illustrated by Akihiro Notsu

GRIFFON

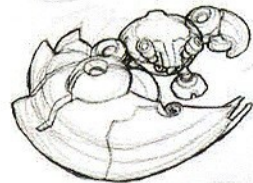


Mega Man Zero 3 / Illustrated by Akihiro Notsu

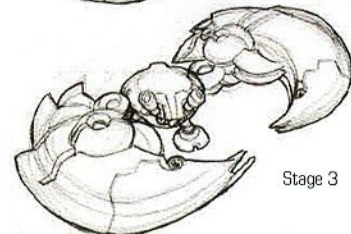
THE THREE CRUSTACEAN BROTHERS



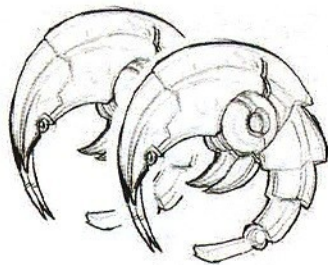
Crab



Stage 2



Stage 3



2 Shrimps

The three bodies work together, with the crab as the leader. Initially, the three of them are independent of each other. For stage two, one of the shrimps transforms into a giant claw and attaches itself to the crab. The second shrimp does the same to complete the transformation for stage three.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

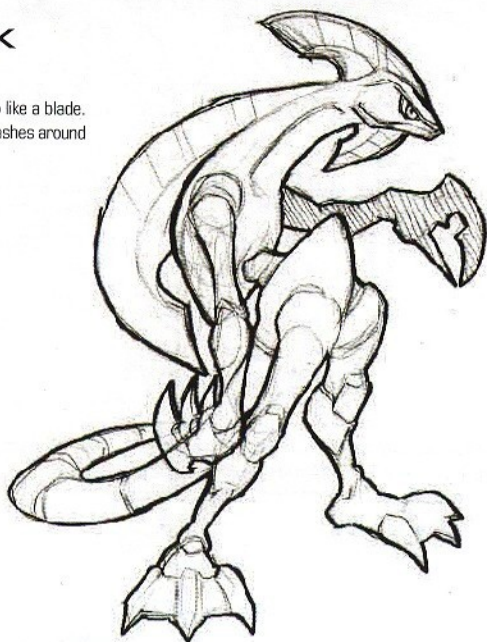
MANTICORE



Mega Man Zero 3 / Illustrated by Akihiro Notsu

BASILISK

The spinal ridge is sharp like a blade. If the tail is cut off, it thrashes around to cause damage.



Mega Man Zero 3 / Illustrated by Akihiro Notsu

BUTTERFLY

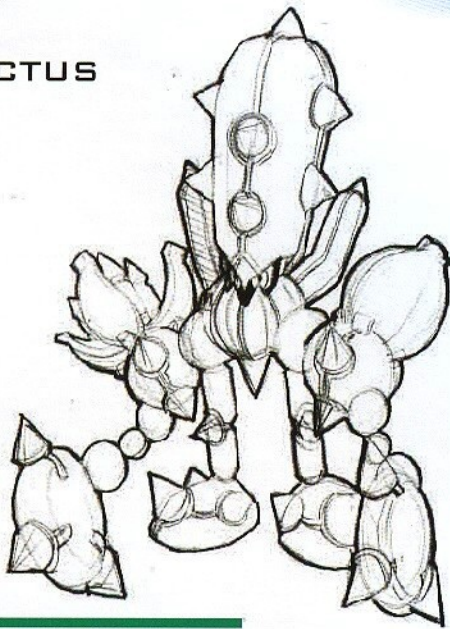


The wings are independent of the body. The imagery is that of the goddess of mercy with a halo. Could be nice as a last boss.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

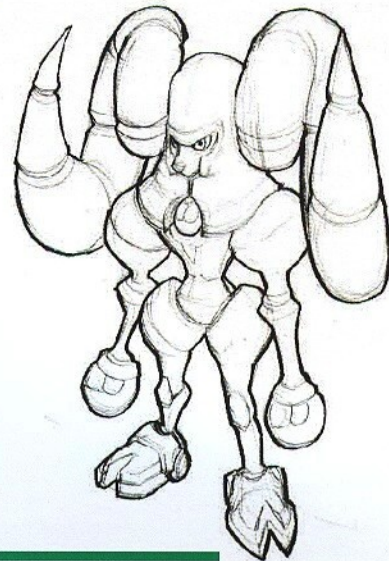
Though none of these ideas were used as bosses, the butterfly was the basis for Sol Titanian in Zero 4. The three crustacean brothers were turned into a mid-boss (Gazameil on pg. 67) and underlings (Shrimpolin on pg. 96-97).

CACTUS



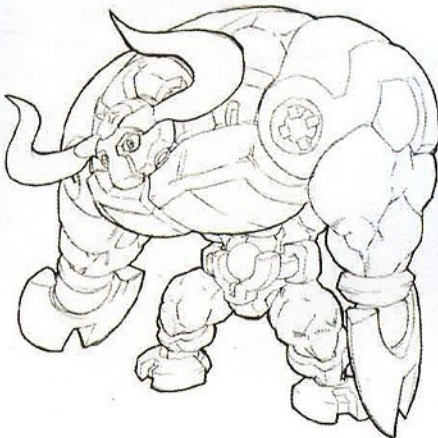
Mega Man Zero 3 / Illustrated by Akihiro Notsu

SHEEP



Mega Man Zero 3 / Illustrated by Akihiro Notsu

MINOTAUR



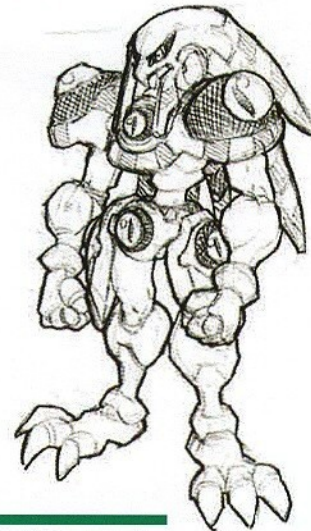
If we are looking for a "large boss" for the third game, let's go with a "bull." With a bull's head and a human body, his hands would be hoof-shaped axes. If he gets down on all fours, he could move like a normal bull.

He would spin his head like a screw as he charges, and it would be called the Hurricane Mixer. We could make him an underling of Fefnir and say that he carries a deep respect for him or something.

He loses all sense and charges upon seeing Zero in his red form. Same goes for Fefnir.

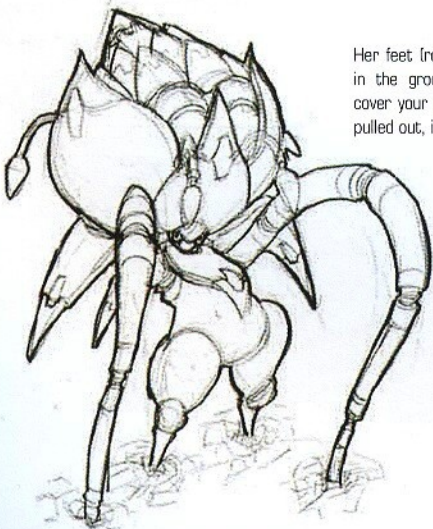
Mega Man Zero 3 / Illustrated by Akihiro Notsu

HORUS GOD



Mega Man Zero 3 / Illustrated by Akihiro Notsu

MANDRAKE

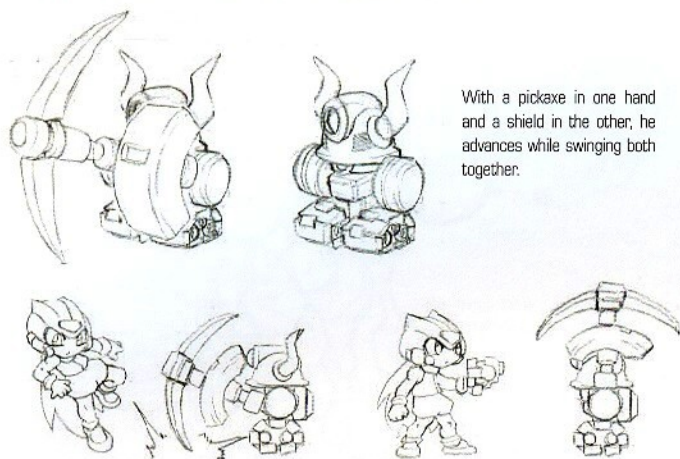


Her feet (roots) are constantly in the ground. If you do not cover your ears when they are pulled out, it is instant death.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

The Minotaur (Mino Magnus on pg. 88) and Mandrake (Noble Mandrago on pg. 85) were used in Zero 4 as two of the Einherjar Eight Warriors. The cactus was changed, but is the basis for Glacier Le Cactank's design.

KWARF (A MINER DWARF MECH)

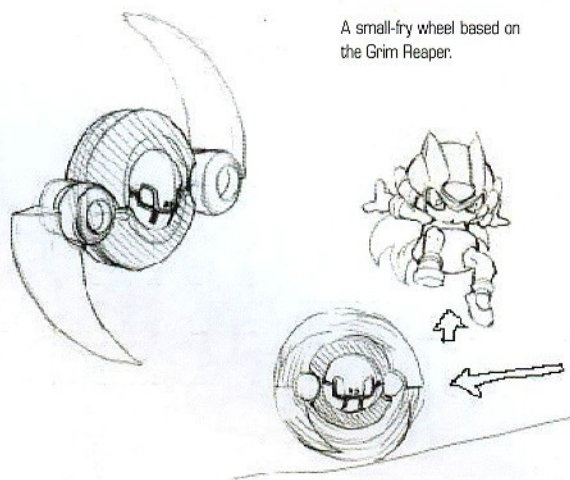


With a pickaxe in one hand and a shield in the other, he advances while swinging both together.

Evade his attacks and strike when his weapons are raised.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

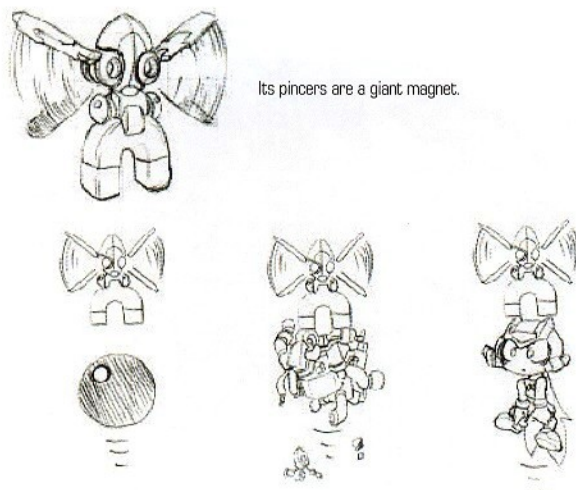
DEATH WHEEL



A small-fry wheel based on the Grim Reaper.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

STAG BEETLE SMALL FRY



Its pincers are a giant magnet.

The magnet attracts and releases.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

FLAME PANTHEON

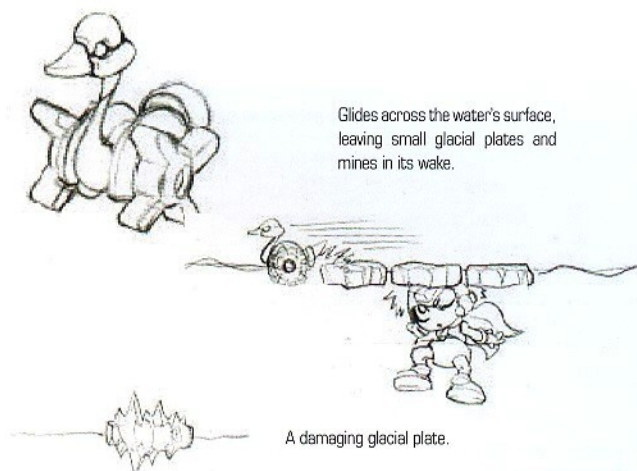


Completely red all over, this Pantheon wears anti-flammable clothing and carries a gas-burning flamethrower.

"It's hot, it's hot, so hot you're gonna die."

Mega Man Zero 3 / Illustrated by Akihiro Notsu

DUCK SMALL FRY

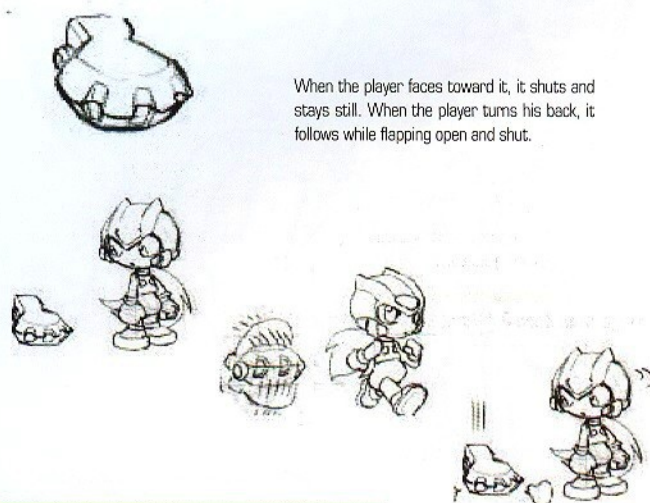


Glides across the water's surface, leaving small glacial plates and mines in its wake.

A damaging glacial plate.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

SCALLOP SMALL FRY

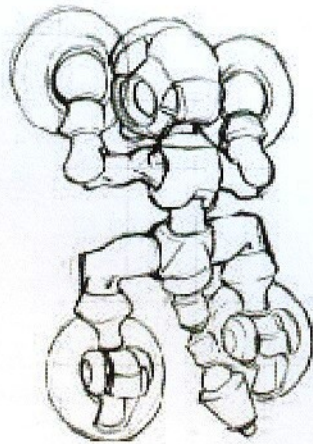


When the player faces toward it, it shuts and stays still. When the player turns his back, it follows while flapping open and shut.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

LIZARD PANTHEON

Sticks to the wall in the background and moves freely along the wall. He can shoot projectiles from the tip of his tail. Alternately, he could scale the wall under the floor (the cliff areas) and launch attacks from there.



Mega Man Zero 3 / Illustrated by Akihiro Notsu

ESKIMO LAUNCH PAD



A stationary launch pad shaped like an igloo.



The barrel changes its angle, tracking the player, and launches projectiles. If you walk right up to it, it will fire straight up, destroying itself as a result when the projectile comes straight back down.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

PORCUPINE FISH SMALL FRY



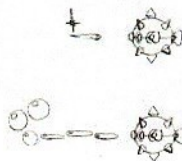
Has the ability to expand when attacking or taking damage.



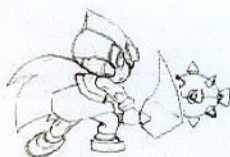
Regular state



Inflated state
(in about 3 stages)



After inflating for an attack,
it deflates as it shoots blow
darts or bubbles.



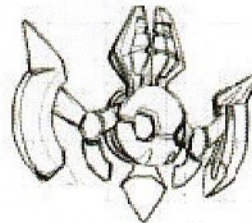
If you attack it without
planning ahead...



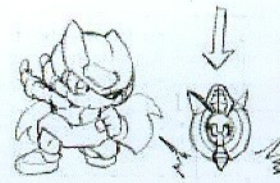
you could take damage when
it expands.

Mega Man Zero 3 / Illustrated by Akihiro Notsu

BATTON



Bat small fry. Protects itself by shutting into a
coin-like form.



While in coin-form, it drops down to try and
spear the player.

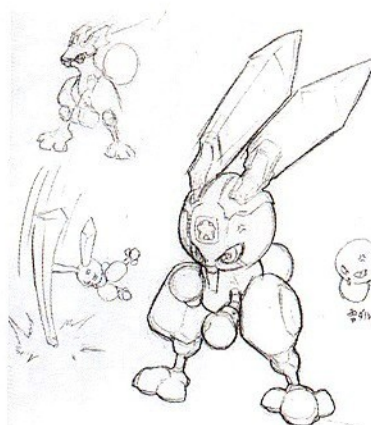
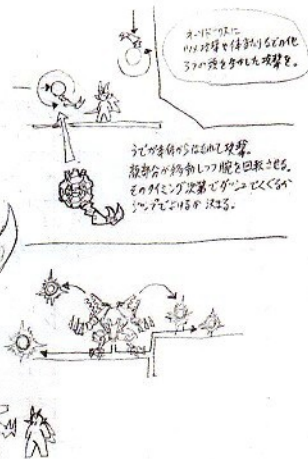
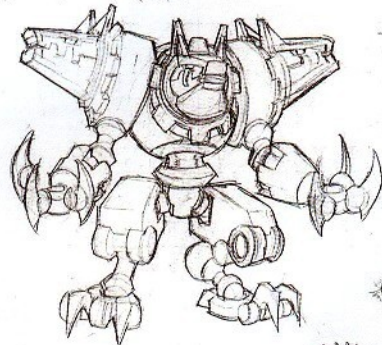


It advances by spinning along its Y-axis.

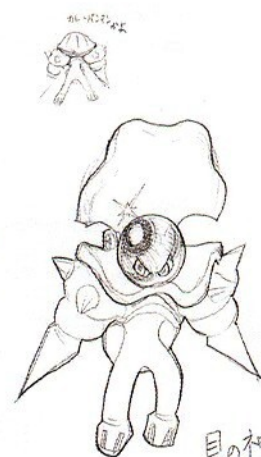
Mega Man Zero 3 / Illustrated by Akihiro Notsu

The rejected ideas for regular enemies. However, there are some enemies in the games that resemble these, like the Grand Cannon's initial form being the Eskimo Launcher.

ケルベロス (列車)

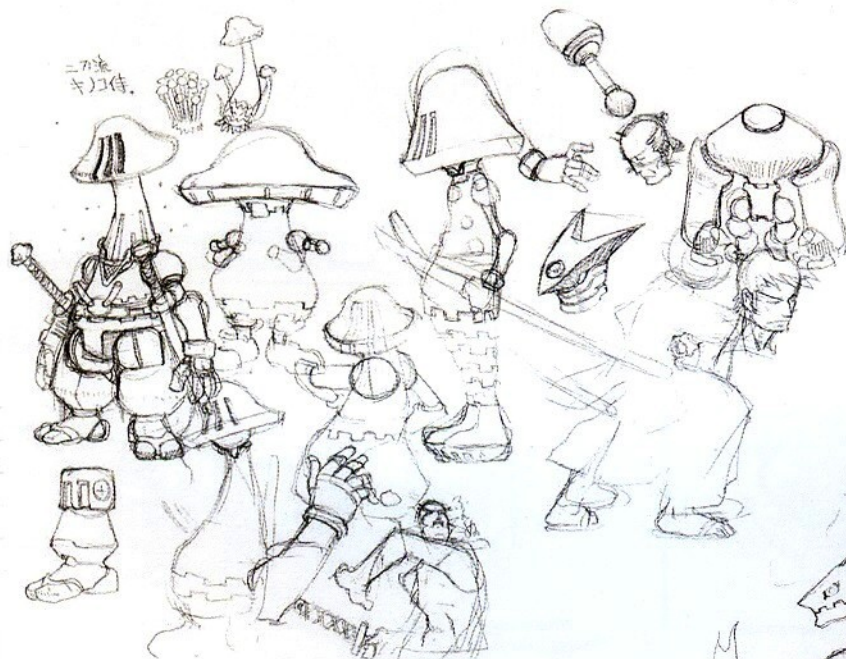
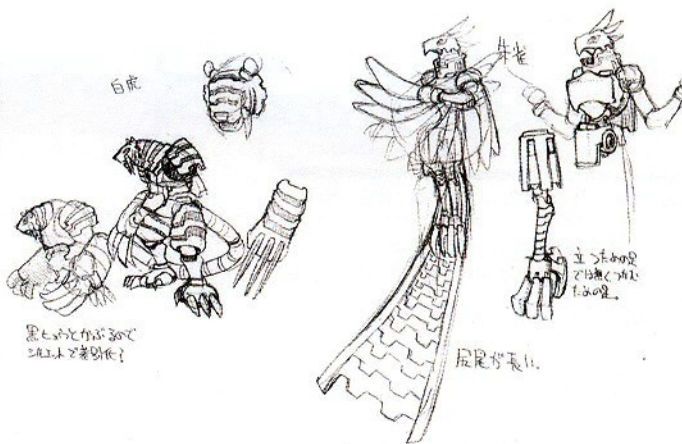


因幡の白ウサギ

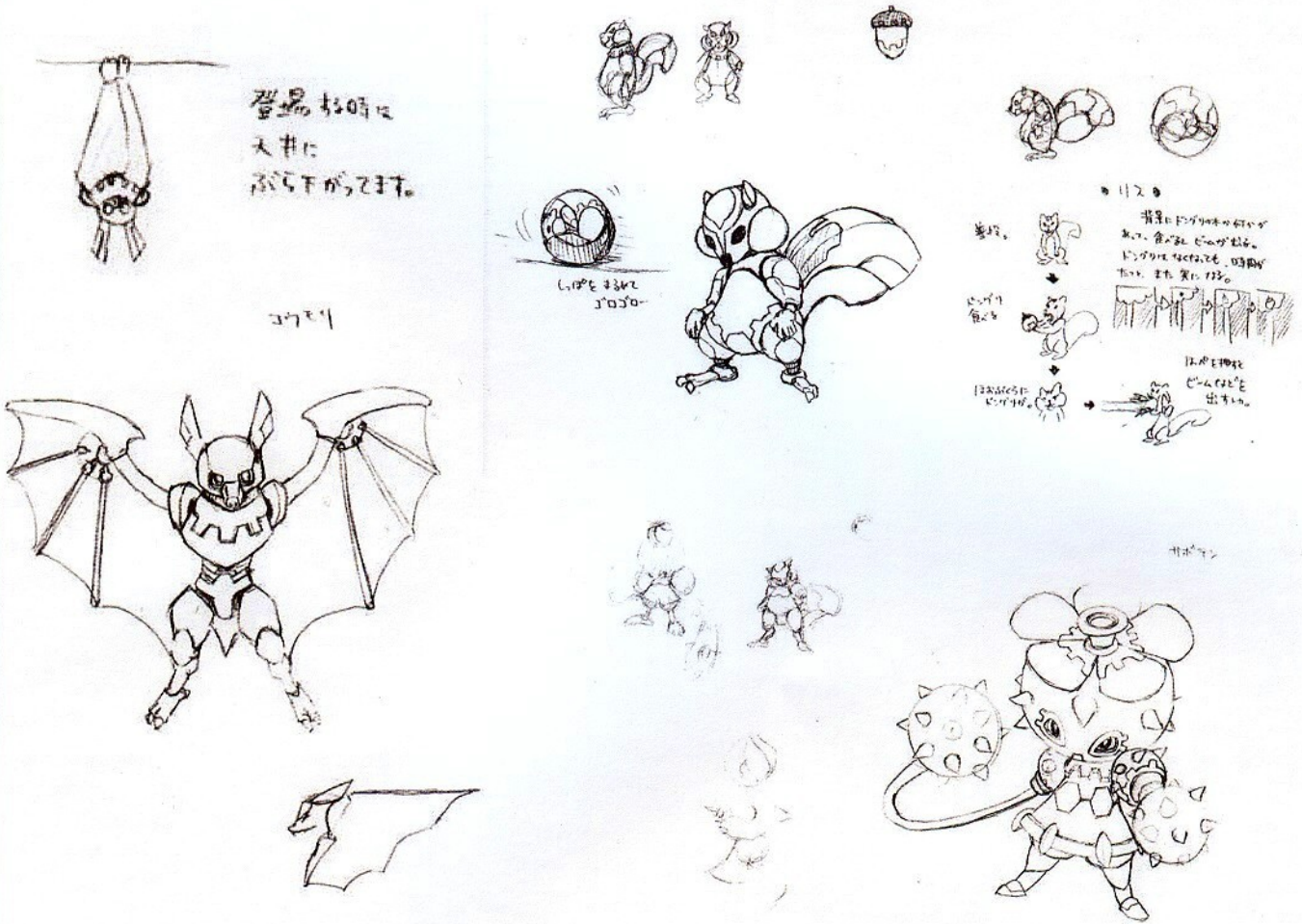


貝の神
アキム

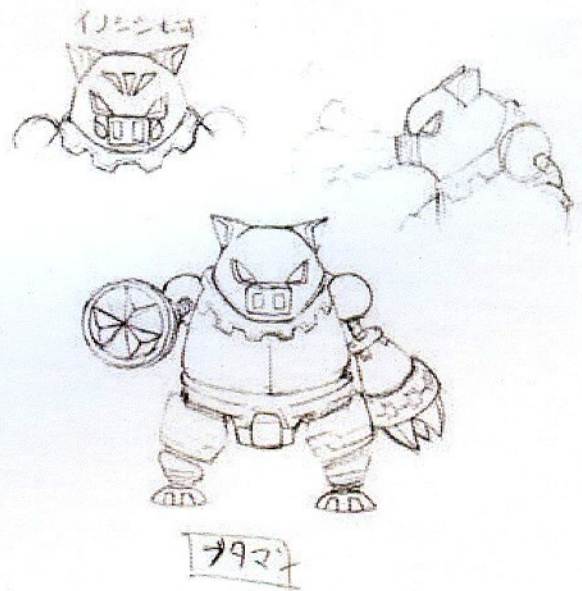
Mega Man Zero 3 / Illustrated by Akihiro Notsu



Mega Man Zero 3 / Illustrated by Masaya Suzuki



Mega Man Zero 3 / Illustrated by Rie Oonishi



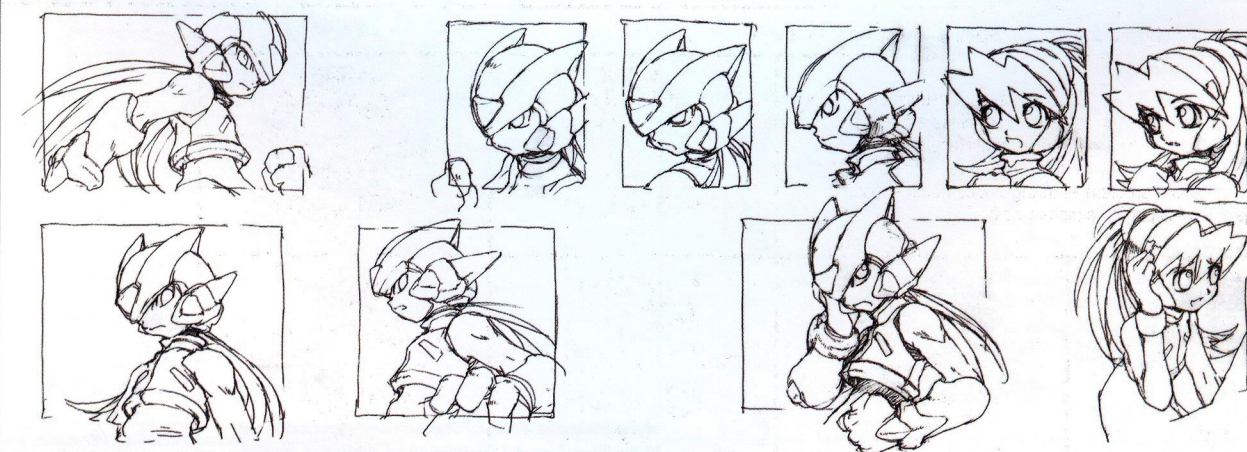
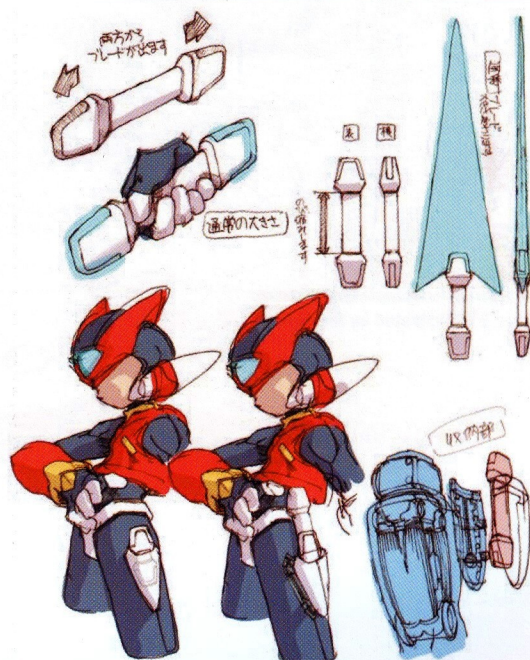
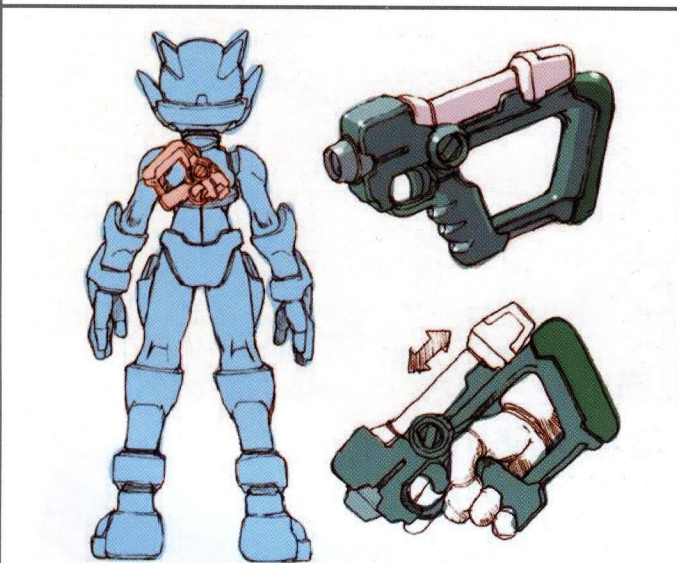
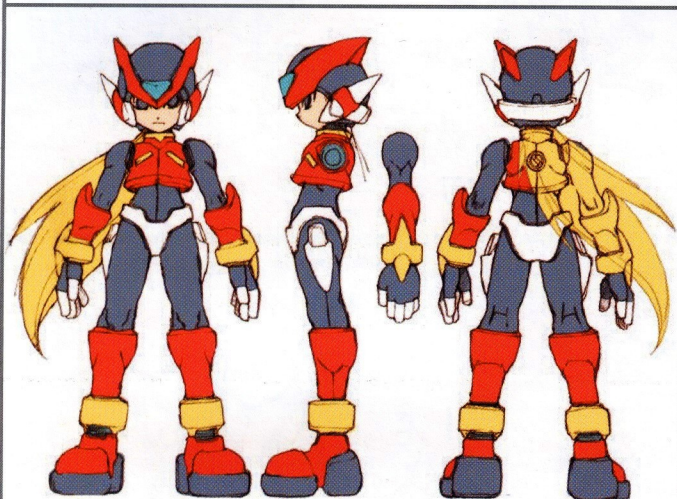
There are many characters that are variations on these ideas. The White Rabbit of Inaba (*Childre Inarabitta* on pg. 73) and Bat (*Devilbat Schilt* on pg. 74) saw the light of day as two of Weil's Numbers.

Mega Man Zero 3 / Illustrated by Yukimasa Tamura

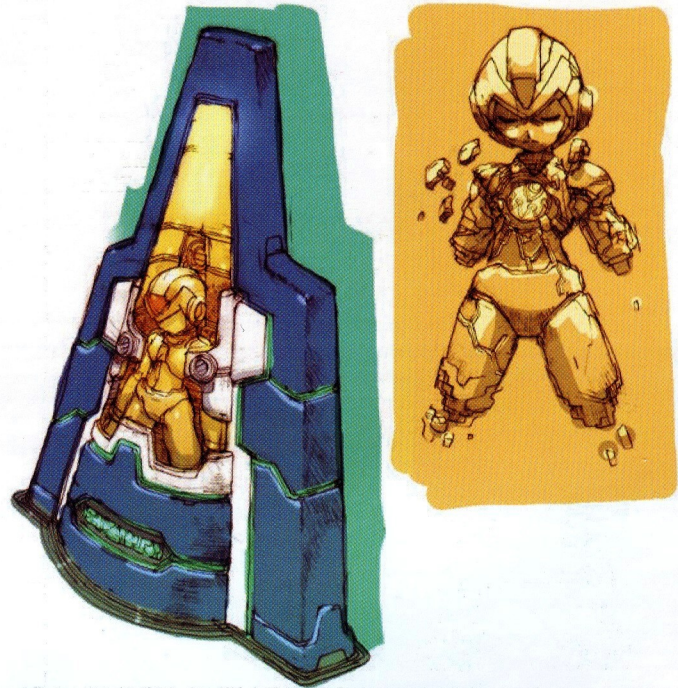
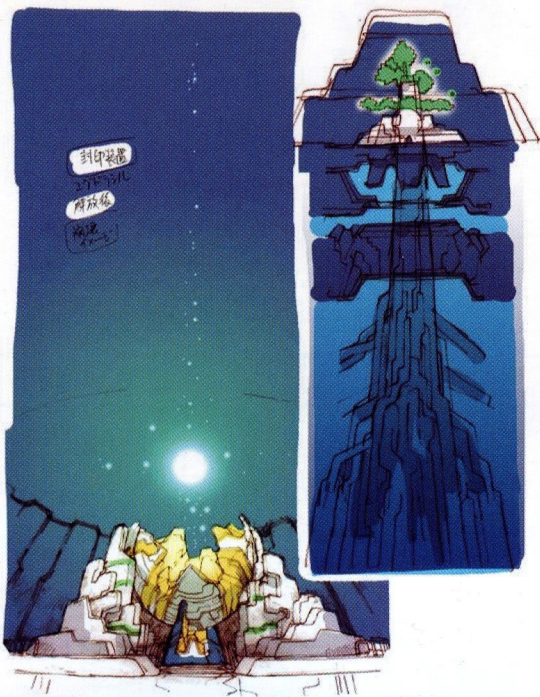
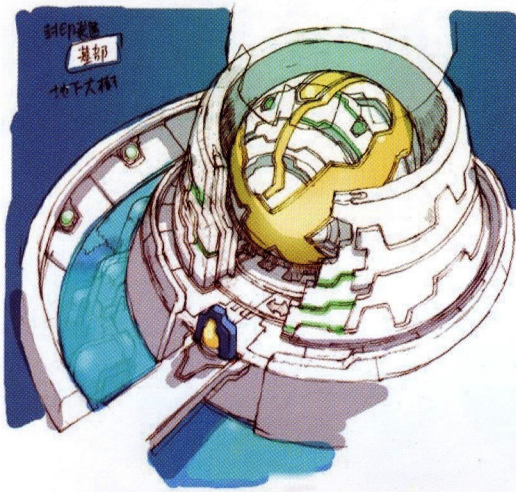
OTHER ILLUSTRATIONS

Here we present concept art for the fighting game, logo ideas, and other pieces of Mega Man Zero artwork that have never been released to the world outside of this book.

Drawings done for the fighting game collaboration, SVC Chaos: SNK vs. Capcom. The Z-Saber is planned out in great detail, from the size of the blade, a possible dual-blade type, and the ability for the hilt to change sizes. Zero himself is not changed much from his design in the Zero series.



The concept art for Yggdrassil, where Dark Elf was sealed, was also used as the backdrop of the Elpizo fight in Zero 2. Drawings of the original X's body that sealed Dark Elf's powers are also included here.



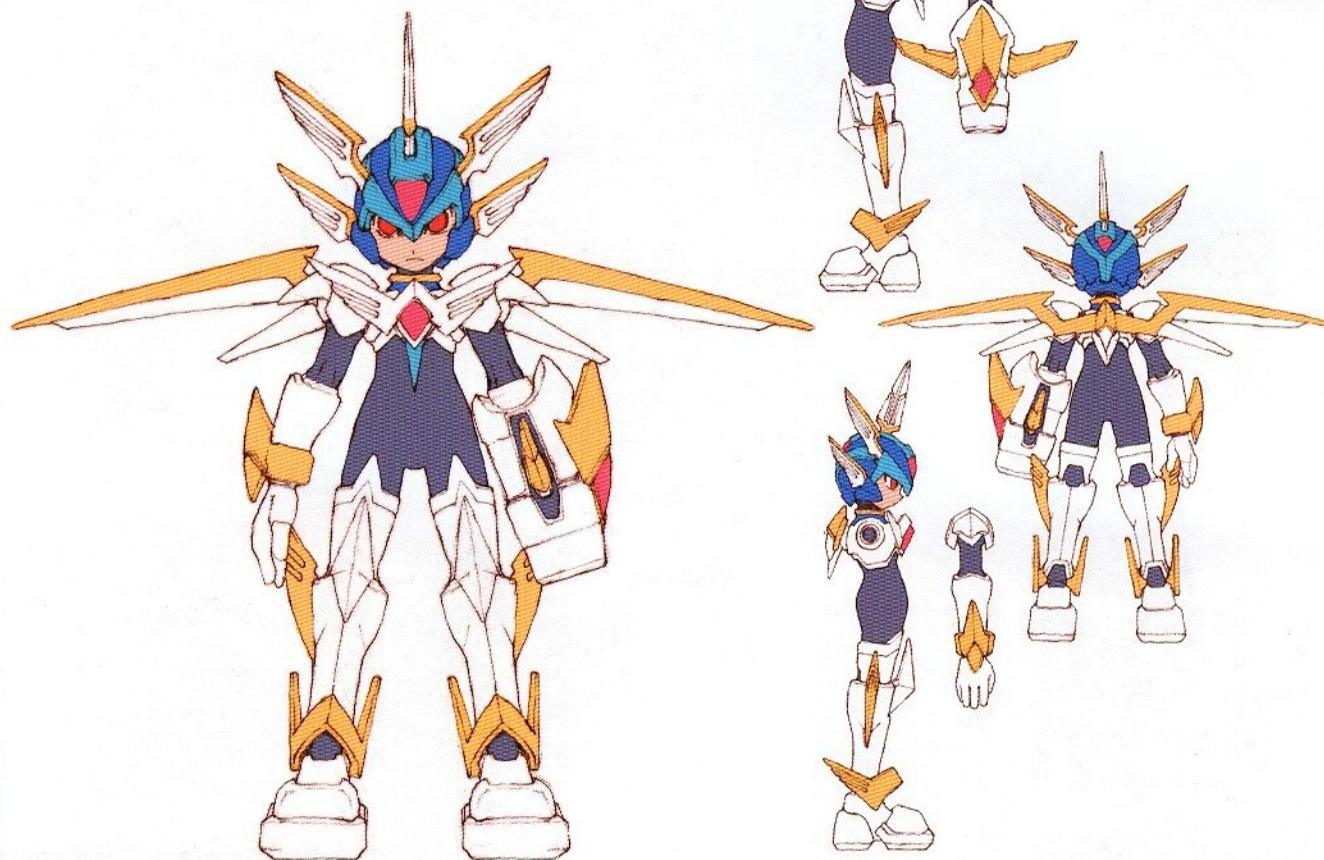
Mega Man Zero 2 / Illustrated by Toru Nakayama

Emblems of Neo Arcadia and the Four Guardians. Starting at the lower left, the Four Guardians' emblems are Leviathan, Phantom, Fefnir, and Harpuia. Each emblem was designed to represent each Guardian, with Leviathan's emblem showing a deep-sea shark, and Harpuia's displaying a high-flying bird.



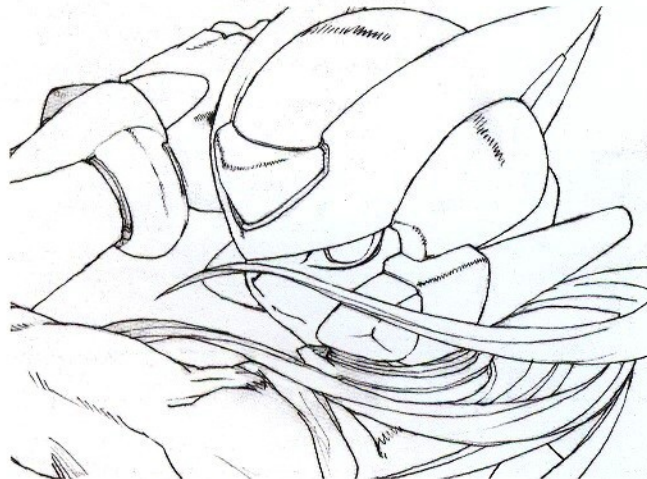
Mega Man Zero 2 / Illustrated by Toru Nakayama

Three-side diagram for the Copy X figurine. Differing greatly from the simplicity of the original X, Copy X has five horns growing out of his head, wings growing out of his back, and the X-Buster as a weapon. Because of the many complex parts, we can see how important a well-drawn illustration is to the creation of a detailed figurine.

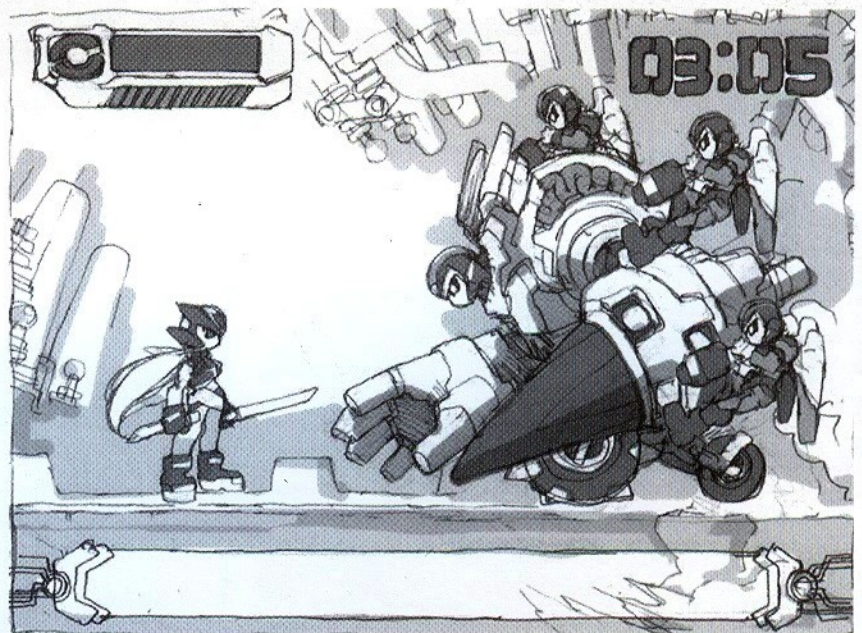


Mega Man Zero 3 / Illustrated by Toru Nakayama

Illustrations done for a Zero 4 commercial. The flowing hair and angle of the arm imbue us with a sense of movement. It may just be a line drawing, but it is drawn with such care that we can see the shape of his arm and the expression on his face. We can tell from this drawing that they had great expectations for Zero 4, which would prove to be the culmination of all the Zero games.



Mega Man Zero 4 / Illustrated by Toru Nakayama



Collection of illustrations that were attached to the initial proposal that Inti Creates presented to Capcom for the "Mega Man Zero" game concept. Zero hasn't changed much, but we can see that Ciel looks very different as she was originally sketched as a half-machine, half-human character.



The logo design ideas for the first Zero game. We can see the long trail of trial and error they traveled before arriving at the final design seen at the bottom right. The same goes for the North American design.

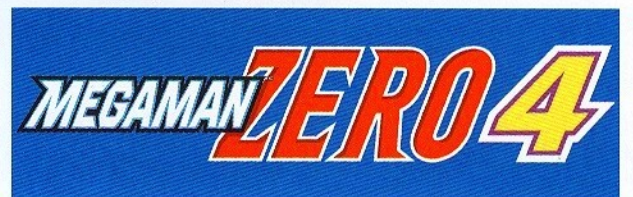
The logo idea for Zero 2 does not differ much from the original logo, but a few variations on the number were submitted. The design for the North American logo was also decided.



Mega Man Zero 2 / Illustrated by Toru Nakayama



Mega Man Zero 2 / Illustrated by Capcom Design Team



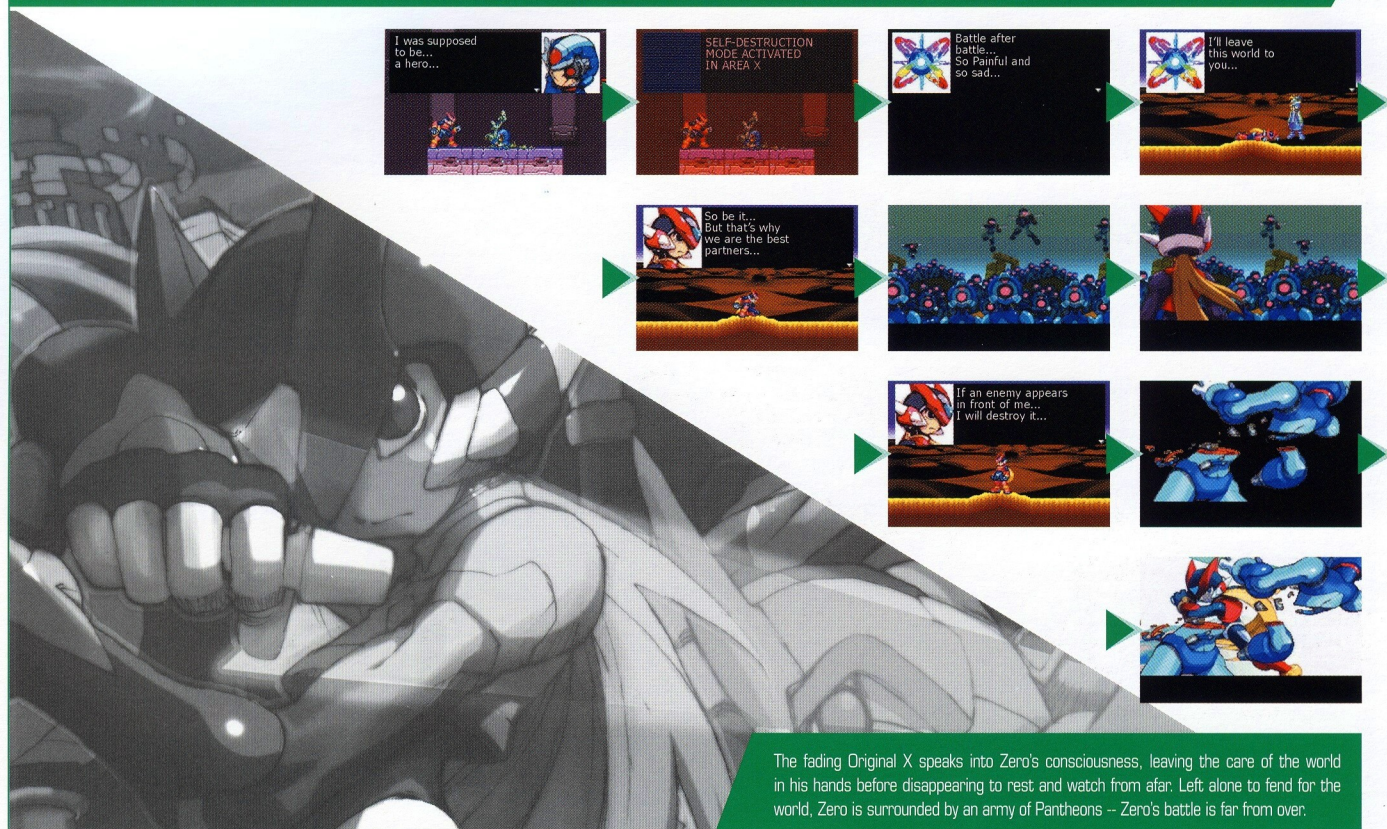
Mega Man Zero 3 / Illustrated by Capcom Design Team

Mega Man Zero 4 / Illustrated by Capcom Design Team

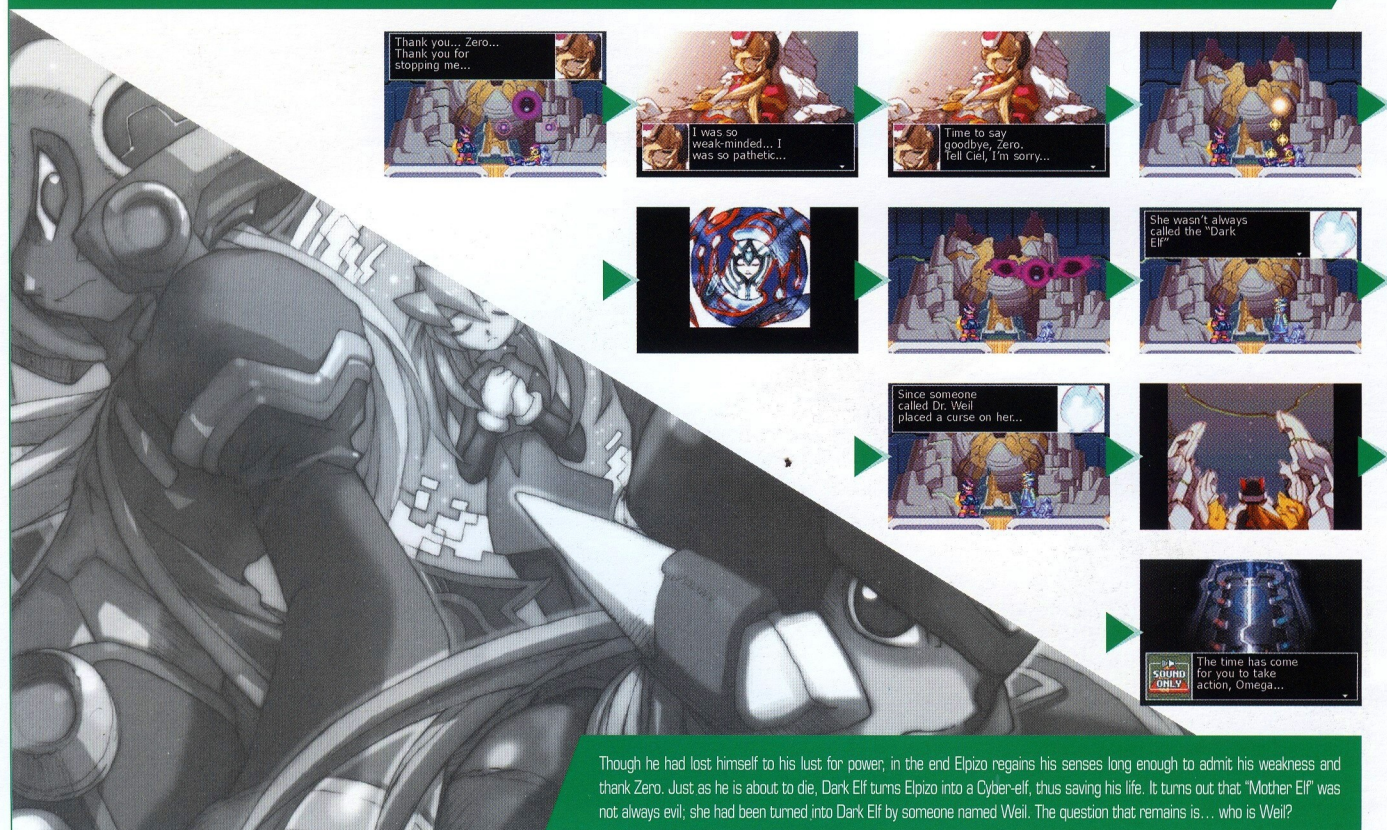
ENDING DIGEST

Here we introduce the ending from each game, along with screenshots. There are many scenes that decorate the end of each chapter, and some of the content is revealed here for the first time.

ENDING SCENE FROM MEGA MAN ZERO



ENDING SCENE FROM MEGA MAN ZERO 2



ENDING SCENE FROM MEGA MAN ZERO 3



ENDING SCENE FROM MEGA MAN ZERO 4



MEMORABLE EVENTS

Here we show the conversation scenes between important characters. There are many, so we selected those that we felt were most memorable, or those where the characters' personalities were well represented, along with some screenshots.

MEMORABLE EVENTS FROM MEGA MAN ZERO

SCENE 1 Zero with Amnesia

WHAT IF I'M NOT THE ZERO YOU WERE TALKING ABOUT?



YOU PROVED TO ME THAT YOU ARE ZERO BY SAVING ME FROM THE GOLEM.

Zero rescues Ciel from the Golem, and Ciel confirms that the Reploid before her, though lacking his memories, is the legendary Maverick Hunter, Zero.



SCENE 2 Zero Infiltrates Neo Arcadia

ZERO...
YOU MUST SURVIVE.



I WILL.

Zero leaves for Neo Arcadia to face Copy X. Concerned that Zero is about to face Copy X, her own creation, Ciel asks Zero to return safely.



SCENE 3 Battle to the Death with Copy X

THE ORIGINAL X WAS MIGHTIER THAN YOU...



SILENCE. NOW YOU WILL FEEL MY TRUE POWER!!

Having defeated Copy X, Zero tells him that the original X was much stronger. His pride damaged, Copy X unleashes his true power and takes on his second, ultimate form.



MEMORABLE EVENTS FROM MEGA MAN ZERO 2

SCENE 1 A New Leader Takes Command

IT WAS YOU WHO ORGANIZED
US TO FIGHT AGAINST NEO
ARCADIA...



YOU KNOW HOW UNRELIABLE I AM
WITHOUT YOU, CIEL.

Ciel decides to devote herself entirely to the development of a new energy source, and Elpizo takes her place as leader of the Resistance. Elpizo is planning to launch Operation Righteous Strike against Neo Arcadia.



SCENE 2 Elpizo's Miscalculation

I'LL SAVE THIS REPLOID...
AND I WON'T LET ANYMORE
RESISTANCE SOLDIERS DIE.



HOW GREEDY... BUT CAN YOU
REALLY DO THAT BY YOURSELF?

Elpizo launches Operation Righteous Strike. However, met with the iron defense of Harpuia and the other Guardians, the Resistance forces are overwhelmed and easily defeated.



SCENE 3 Traversing the Ocean of Flame

BUT DON'T TAKE IT TOO FAR...
IF SOMETHING SHOULD
HAPPEN TO YOU...
I...



Zero receives orders to return to base after defeating Fefnir in his second form. Upon returning to base, he is greeted by Ciel, who is concerned about his safety.



MEMORABLE EVENTS FROM MEGA MAN ZERO 3

SCENE 1 Dr. Weil's Ambition

LET'S SEE HOW FAR YOU GET
WITH THAT BODY!



"WITH THAT BODY"...?

Dr. Weil, previously exiled from Neo Arcadia for being the one responsible for the Elf Wars, and Copy X, who Zero was sure he had defeated, show up with Omega, who arrives in a mysterious space ship.



SCENE 2 Ciel's Support

YOU'RE ALREADY DOING THE BEST
YOU CAN. LEAVE THE REST TO US.



ZE... ZERO...

Ciel had been developing the new energy source to bring peace to the world, but even after its completion, the world does not change and war continues. Though usually distant, Zero takes the time to say a few kind words to a depressed Ciel.



SCENE 3 Comrades

THE HEART IS WHAT COUNTS.
NOT THE BODY...



THE HEART?

Zero defeats the revived Copy X, who had been controlled by Dr. Weil. Still, it was Weil himself who loomed large as the main threat. Original X appears before Zero and imparts some mysterious wisdom, then disappears again.



MEMORABLE EVENTS FROM MEGA MAN ZERO 4

SCENE 1 Ciel's Troubles

DON'T INVOLVE US IN ANYTHING.
TALK TO YOU LATER.



MAYBE SOMEDAY THEY'LL COME
AROUND...

Zero rescues some humans fleeing from Neo Arcadia to escape Weil's dictatorship. Despite his assistance, however, the war-scarred humans feel only contempt for those who continue fighting and, as such, are rather rude to Zero and Ciel.



SCENE 2 Neige's Rescue

THE FACE OF RAGE, SUFFERING
AND HUMILIATION...
IT'S MY GREATEST PLEASURE...



THEN I'D RATHER CHOOSE TO
LAUGH DEATH IN THE FACE!

Neige is captured by Craft, who pressures her to stop resisting Weil. Neige refuses and successfully escapes with Zero.



SCENE 3 Zero's Reasoning

THE HUMANS THAT DO NOTHING
WHILE THEIR WORLD FALLS APART?
WHY SHOULD I TRUST ANYONE?



I MADE A PROMISE TO A FRIEND
I INTEND TO KEEP.

Zero defeats Craft as he activates Ragnarok, and reveals the promise he made to X. Upon hearing Zero's words, Craft regrets not listening to Neige as he dies.



DATA ARCHIVES

Here we list all of the weapons, items, code names, and enemy weapons (which you can steal by using the Zero Knuckle), along with their screen shots and detailed information.

[WEAPONS]

SHIELD BOOMERANG [ZERO 1 ~ 3]

A shield that can deflect enemy projectiles. By charging it, you can throw it like a boomerang.



TRIPLE ROD [ZERO 1]

The spear from Zero 1 that alters its appearance in three stages. It can attack straight up and straight down, and it is possible to soar upward from the recoil of hitting enemies directly below you.



RECOIL ROD [ZERO 3]

The rod from Zero 3 that thrusts through enemies. Its charge attack will knock the enemy back, making it an ideal weapon for the more solid enemies.



Z-SABER [ZERO 1 ~ 4]



A gift from Original X, the blade is a beam of energy. It has high attack power, and is capable of slicing an enemy in two.

BUSTER SHOT [ZERO 1 ~ 4]

The ranged weapon you start with. Originally belonged to Milan of the Resistance, who appeared briefly in the opening sequence of Zero 1.



ZERO KNUCKLE [ZERO 4]

A weapon from Zero 4 that allows you to seize an enemy's weapon and use it against them. Aside from fighting, it is also useful for other things, like pulling objects.



CHAIN ROD [ZERO 2]



A chain-like weapon with a spear head that stretches and shrinks. You can swing with it by attaching it to walls and ceilings, or you can pull certain objects with it.

[ITEM]

LIFE ENERGY

[Zero - Zero 4]



Small



Large



Extra Large

An item that restores Zero's life points. There are three types, and the amount of life restored depends on the size.

E-CRYSTAL

[Zero - Zero 4]



Small



Large

An energy source necessary for Cyber-elf evolution. They can be found in stages, or after an enemy is defeated. There are two kinds, small and large, and both are worth a different amount of E-Crystals.

Z PANEL

[Zero - Zero 4]



Adds one Retry. They are usually hidden in stages, but some appear after defeating an enemy. You can only have 9 Retries, and collecting Z Panels beyond that does nothing.

SUB TANK

[Zero - Zero 4]



A tank to store extra life points when your life bar is already full. You can use it to restore life points at any time, and it can be used repeatedly as long as there is stored energy to use. You can find Sub Tanks in a few pre-determined locations, or you can get them from some Cyber-elves.

ELEMENT CHIP

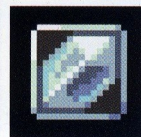
[Zero 1-3]



Thunder Chip



Flame Chip

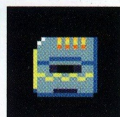


Ice Chip

Adds elemental properties to the weapons. By using the element that your target is weak to in conjunction with a charge attack, you can deal extra damage. There are three kinds: Thunder, Flame, and Ice.

SECRET DISK

[Zero 3]



Disks containing various data. They can contain world information, a chip, E-Crystals, a Cyber-elf, or encyclopedic information on bosses and other characters. There are 180 different Secret Disks.

PARTS

[Zero 4]



The materials needed for making a Chip. They can be found after defeating some regular enemies. After collecting the necessary materials, you can take them to Cerveau in the trailer and ask him to create a Chip. Different Chips can be produced with different combinations of parts.

MISSION TYPE

Code names bestowed depending on the time spent and rankings gained in completing missions.

SABER TYPE

Gained depending on how much the Z-Saber is used. There are code names like "Swordman" and "Swordmaster."

BUSTER TYPE

Gained depending on how much the Buster Shot is used. The code names are related to guns, like "Sniper" and "Gunman."

ELF TYPE

Gained by using lots of Cyber-elves, or by collecting all of the elves.

ENEMY TYPE

Gained by taking damage from and destroying enemies.

INDEPENDENT TYPE

There are code names that are only seen during the opening stage, and some that cannot be gained without collecting all of the Secret Disks.

KNUCKLE TYPE

Gained depending on how much the Zero Knuckle is used, and by using the Knuckle to take every type of weapon from enemies.

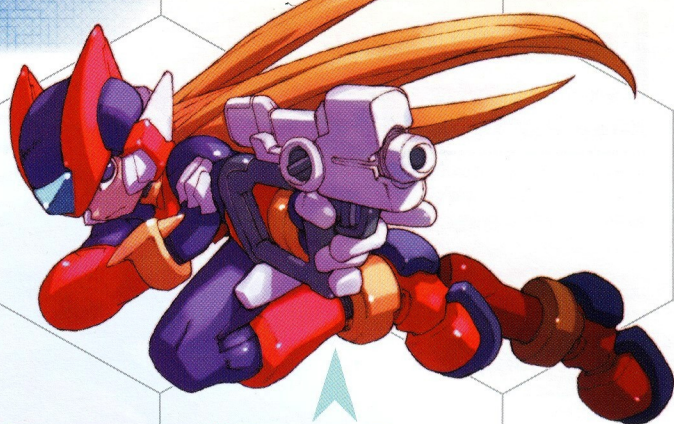
TYPE	GAME(S)	CODE NAME	CONDITIONS	LOCATION
Mission	Zero 1	Speedster	Clear the prior mission with 10 or more seconds to spare at Levels A-E	Independent
	Zero 1	Slowpoke	Clear stage with Clear Time score of 0 at Levels A-E	Independent
	Zero 3, 4	Expeditious	Clear Time score of 20 P	First Half
	Zero 3, 4	Traitor	Mission score of 0 P	First Half
	Zero 2, 3, 4	Lazy	Clear Time score of 0 P	First Half
	Zero 2	Speedster	Clear Time score of over 19 P	First Half
	Zero 3, 4	Speedster	Clear Time score of 18-19 P	First Half
	Zero 2	Defector	Mission score of 0 P	First Half
	Zero 2, 3, 4	Perfectionist	Mission score of 20 P	First Half
	Zero 2, 3, 4	Immortal	Retry score of 15 P	First Half
	Zero 4	Level Headed	Weather level score of 0 P	First Half
	Zero 4	Pawn	Weather level score of 10 P	First Half
	Zero 1	Fearful	Retired mission	Independent
	Zero 1	Master	Clear Hard mode	Independent
	Zero 1	Buggy	Clear mission at Level F	Independent
	Zero 1	Lazy	Clear three consecutive missions at Level F	Independent
	Zero 1	Scrappier	Clear five consecutive missions at Level F	Independent
	Zero 1	Crasher	Clear seven consecutive missions at Level F	Independent
	Zero 1, 2, 3, 4	Courageous	Gain Level S	Independent
	Zero 1, 2, 3, 4	Hero	Gain Level S three times in a row	Independent
Buster	Zero 1, 2, 3, 4	Savior	Gain Level S five times in a row	Independent
	Zero 1, 2, 3, 4	God	Gain Level S seven times in a row	Independent
	Zero 1	Sniper	Finish mission with 90% Buster Shot usage at Levels A-E	Independent
	Zero 2, 3, 4	Gunman	Buster Shot usage over 70%	Last Half
Saber	Zero 2, 3, 4	Shooter	Buster Shot usage over 70% three stages in a row	Last Half
	Zero 2, 3, 4	Sniper	Buster Shot usage over 70% five stages in a row	Last Half
	Zero 1	Swordmaster	Finish mission with 90% Z-Saber usage at Levels A-E	Independent
	Zero 1, 2, 3, 4	Page	Z-Saber usage over 70%	Last Half
Knuckle	Zero 2, 3, 4	Wandering Swordsman	Z-Saber usage over 70% three stages in a row	Last Half
	Zero 2, 3, 4	Swordsmen	Z-Saber usage over 70% five stages in a row	Last Half
	Zero 4	Iron Fist	Zero Knuckle usage over 70%	Last Half

TYPE	GAME(S)	CODE NAME	CONDITIONS	LOCATION
	Zero 4	Weapon Master	Steal all the different kinds of weapons using the Zero Knuckle	Last Half
	Zero 4	Blast Fist	Zero Knuckle usage over 70% three times in a row	Last Half
	Zero 4	Master Fist	Zero Knuckle usage over 70% five times in a row	Last Half
	Zero 1	Collector	Get all 77 Cyber-elves while Level A-E	Independent
Elf	Zero 4	Dependent	Negative Elf score	First Half
	Zero 2, 3	Elf	Have "Collector", "Breeder", and "Killer", and have cleared all stages	First Half
	Zero 2, 3	Killer	Cyber-elf score penalty is more than 30 P	Last Half
	Zero 2, 3	Collector	Collect all Cyber-elves	Last Half
	Zero 2	Master	Use all Cyber-elves	Last Half
	Zero 2, 3	Breeder	Evolved all Cyber-elves	Last Half
	Zero 2, 3, 4	Wounded	Have Damage score of less than 5 P	First Half
	Zero 2, 3	Uninjured	Have Damage score of less than 14 P	First Half
Enemy	Zero 4	Uninjured	Have Damage score of less than 19 P	First Half
	Zero 2	Insensitive	Enemy destruction rate under 0.5 points	First Half
	Zero 3, 4	Unemotional	Kill over twice as many enemies as required	First Half
	Zero 1	Destroyer	Kill more than twice as many enemies as required while Levels A-E	Independent
	Zero 1	Pacifist	Clear mission having defeated 1/6 or less of the required enemies	Independent
	Zero 1	Hunter	Code Name for the first mission only	Independent
	Zero 3	Disk	Have "Collector" after having cleared all stages	First Half
	Zero 3	Collector	Have all Secret Disks	Last Half
	Zero 3	Ripper	Shield Boomerang usage over 70% two stages in a row	Last Half
	Zero 3	Slasher	Shield Boomerang usage over 70% three stages in a row	Last Half
	Zero 3	Shield Master	Shield Boomerang usage over 70% five stages in a row	Last Half
	Zero 3	Stopper	Recoil Rod usage over 70%	Last Half
	Zero 3	Penetrator	Recoil Rod usage over 70% three times in a row	Last Half
	Zero 3	Rod Master	Recoil Rod usage over 70% five times in a row	Last Half
	Zero 1, 2, 3, 4	Warrior	None of the other Code Names apply	Last Half
	Zero 2	Chain Man	Chain Rod usage over 70%	Last Half
	Zero 2	Chain Dancer	Chain Rod usage over 70% three times in a row	Last Half
	Zero 2	Chain Master	Chain Rod usage over 70% five times in a row	Last Half



SABER TYPE

The most diverse set of EX Skills. Boasting extremely high attack power, you can create shockwaves, and use elemental attacks like fire and lightning.



BUSTER TYPE

This type boasts many EX Skills, much like the Saber type. These endow the Buster Shot with explosive and/or laser-like attacks that pass through enemies and reflect.

SHIELD TYPE

The Shield Boomerang is usually used for defense, but by gaining Shield-type EX Skills, you can use it offensively.



EX SKILL

ROD TYPE

There are only a few Rod-type EX Skills, but they are all very unique. The Energy Chain damages enemies while healing Zero at the same time.



TYPE	GAME	NAME	EFFECT	BOSS NAME
Buster Shot	Zero 3	V-Shot	A forward diagonal shot that splits into a horizontal V shape	Volteel Biblo
Buster Shot	Zero 4	Ice Javelin	Fires a spear of ice from the buster	Tech Kraken
Buster Shot	Zero 2	Spark Shot	Attack that splits vertically when it hits the enemy	Parter Plaudaws
Buster Shot	Zero 4	Time Stopper	Damages and paralyzes the enemy	Poppe Cocapetri
Buster Shot	Zero 4	Tractor Shot	Absorbs enemy projectiles to increase the shot's attack power	Miro Magnus
Buster Shot	Zero 2	Triple Shot	Splits in three directions upon impact	Poler Kamrous
Buster Shot	Zero 3	Burst Shot	Engulfs surrounding enemies in an explosion	Blazin' Rizard
Buster Shot	Zero 4	Burning Shot	Causes an explosion if it hits its target	Sol Titanion
Buster Shot	Zero 2	Blast Shot	Engulfs surrounding enemies in an explosion	Fighting Felhir
Buster Shot	Zero 3	Blizzard Arrow	Shoot three ice blades	Blizzack Staggnoff R
Buster Shot	Zero 3	Reflect Laser	Shoot a laser that goes right through enemies and reflects off of walls	Copy X MK II
Buster Shot	Zero 2	Laser Shot	Shoot a laser that is capable of going right through enemies	Hyleg Qunbookle
Recoil Rod	Zero 3	1000 Slash	A rapid-combo Recoil Rod attack	Deathstanz Mentisk
Recoil Rod	Zero 3	Soul Launcher	The rod splits into four pieces and comes crashing down to cause damage	Obit Fozzer
Chain Rod	Zero 2	Energy Chain	Absorb life energy from enemies with the Chain Rod	Burble Hekelet

TYPE	GAME	NAME	EFFECT	BOSS NAME
Z-Saber	Zero 3	Throw Blade	Launches a shockwave	Chilbre Inarabita
Z-Saber	Zero 4	Flame Fang	A rising, flaming upward slash	Heat Genblem
Z-Saber	Zero 2	Sengatsutsu	The dashing slice becomes a thrust	Kuwagast Anchus
Z-Saber	Zero 4	Sky Chaser	An attack where you come crashing down and send rocks flying	Noble Mandrago
Z-Saber	Zero 2	Tenshouzen	A rising, flaming upward slash	Phoenix Megnion
Z-Saber	Zero 3	Split Heavens	A rising, flaming upward slash	Hanumachine R
Z-Saber	Zero 4	Ice Blade	Launches an ice-elemental projectile	Fenn Luneeedge
Z-Saber	Zero 4	Thunder Stab	Thrust forward while dashing	Pegasolza Eldair
Z-Saber	Zero 3	Saber Smash	Stab downwards while jumping	Devilbat Schilt
Z-Saber	Zero 2	Sharp Edge	Stab downwards while jumping	Fairy Leviathan
Z-Saber	Zero 3	Gale Attack	A dashing thrust	Tretista Kolverian
Z-Saber	Zero 2	Kougenjin	Launches a shockwave	Sage Harpuia
Shield Boomerang	Zero 3	Shield Sweep	The Shield Boomerang slides along the surface of the terrain	Arubis Necromancess V
Shield Boomerang	Zero 3	Orbit Shield	The Shield Boomerang circles around you	Glacier Le Cactank
Shield Boomerang	Zero 2	Filter Shield	Change enemy projectile into E-Crystals	Rainbow Devil MK II

[CHIP]

○ BODY CHIP

Equipped to the body, these chips change the color of Zero's armor. They can grant Zero elemental attacks, or other useful effects like negating the effect of touching spikes and such.



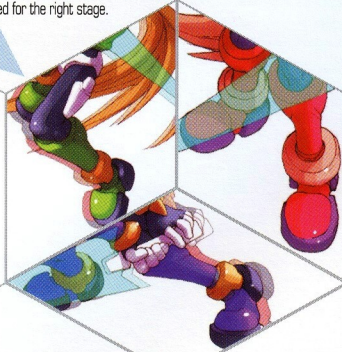
○ HEAD CHIP

Equipped to the head, these chips grant automatic regeneration of energy and can shorten the time it takes Zero to fully charge his weapons, among other effects.



○ FOOT CHIP

Equipped to the feet, these chips allow Zero to walk normally on any kind of terrain, enhance Zero's jumps, and more. Can be highly effective if the right chip is used for the right stage.



NAME	SERIES	PART	EFFECT
Weapon Plus	Zero 4	Head Chip	Increases the number of uses of your stolen weapon by one
Auto Charge	Zero 3, 4	Head Chip	Automatically charges your weapon
Auto Filling	Zero 4	Head Chip	Automatically replenishes the ammunition of your stolen weapon
Auto Recovery	Zero 3	Head Chip	Automatically regenerates life energy while standing still
Auto Recovery Lv1	Zero 4	Head Chip	Automatically regenerates life; the higher the level, the faster the regeneration
Auto Recovery Lv2	Zero 4	Head Chip	
Auto Recovery Lv3	Zero 4	Head Chip	
Quick Charge	Zero 3	Head Chip	Reduces weapon charge time
Quick Charge Lv1	Zero 4	Head Chip	Reduces weapon charge time; the higher the level, the quicker the charge time
Quick Charge Lv2	Zero 4	Head Chip	
Quick Charge Lv3	Zero 4	Head Chip	
Ice	Zero 3	Body Chip	Attacks gain ice-elemental effect
Absorber	Zero 3, 4	Body Chip	You no longer get knocked backwards when hit
Erase	Zero 4	Body Chip	Z-Saber can erase enemy shots
Extend	Zero 4	Body Chip	Extend the time of invulnerability after taking damage
Elf	Zero 4	Body Chip	Increases elf's maximum level by one
Thunder	Zero 3	Body Chip	Attacks gain Lightning-elemental effect
Strong	Zero 4	Body Chip	Take damage instead of instant death from thorns or lava (10 damage)
Stronger	Zero 4	Body Chip	Take damage instead of instant death from thorns or lava (8 damage)
Strongest	Zero 4	Body Chip	Take damage instead of instant death from thorns or lava (6 damage)
Flame	Zero 3	Body Chip	Attacks gain Fire-elemental effect
Light	Zero 3	Body Chip	You no longer trigger sinking or crumbling terrain
Reflect	Zero 4	Body Chip	Z-Saber can reflect enemy shots
Rolling	Zero 4	Body Chip	Can use spinning attack with Z-Saber
Ultimate Foot	Zero 3	Foot Chip	Grants the effects of all the Foot Chips simultaneously
Quick	Zero 3, 4	Foot Chip	Increase your running speed
Shadow Dash	Zero 3	Foot Chip	Able to pass through certain enemies and projectiles while dashing
Spike	Zero 3	Foot Chip	You no longer slide on slippery/icy terrain
Spike Type I	Zero 4	Foot Chip	You no longer slide on slippery/icy terrain
Spike Type W	Zero 4	Foot Chip	Grants immunity to the wind and magnetic effects while standing still
Splash Jump	Zero 3, 4	Foot Chip	Able to jump continuously on water surfaces
Double Jump	Zero 3, 4	Foot Chip	Grants the ability to jump twice before landing
Frog	Zero 3, 4	Foot Chip	Reduces the speed at which you slide down a wall
Junk	Zero 4	Junk	A failed chip that is not useable
Junk Foot	Zero 4	Junk	Reduces the total level of your elf to 0, but doubles your attack power while all three of these Chips are equipped
Junk Head	Zero 4	Junk	
Junk Body	Zero 4	Junk	

[ZERO KNUCKLE]

○ SABER TYPE

There are only a few of these, but they are ideal for melee combat as they boast very high attack power.

○ BOMB TYPE

Attacks by throwing bombs. There are many variations, with different kinds of bombs.

○ SHIELD TYPE

Some block or reflect enemy shots, while others can be used to attack directly.

○ ROD TYPE

Rod types are for melee combat, and some have elemental properties like lightning and fire.



○ BUSTER TYPE

Used for ranged combat, there are many Buster-type weapons for the Zero Knuckle. It is important to use the right one at the right time.

NAME	TYPE	SOURCE ENEMY	EFFECT
2 Way Shot	Buster	GyroCannonH	Launch two diagonal energy shots forward that deal high and low damage
Ice Buster	Buster	Glacial	Launch an ice shot
Aim Shot	Buster	Yadokroid	Fire an auto-tracking shot
Water Gun	Buster	Pump	Shoot three spheres of water
Cannon Buster	Buster	RCannon	Launch a ball that rolls forward along the ground
Cross Shot	Buster	Crossbyne	Shoot in four diagonal directions
Search Shot	Buster	ARCannon	Damage all enemies in front of you, in a 180 degree area of effect
Spread Shot	Buster	Cannon Hopper	Fire four shots that spread out
Light	Buster	Light from Hibernation Chamber	Shine a light in front of you
Tri-Shot	Buster	TriFormer	Fire star-shaped auto-tracking shots
Drill Shot	Buster	Molegule	Shoot a drill forward
Vertical Shot	Buster	MeduHopper	Fire up and down
Beam Shot	Buster	BeamWalker	Shoot a beam that goes right through enemies
Blaze Buster	Buster	Variant Fire	A shot that bursts into flames upon impact
Bend Laser	Buster	E-Laser	Shoots a laser that bends at an angle of 90 degrees upon impact
Lamp Burner	Buster	LampLrntX	Shoot flames
Ref Laser	Buster	RefleBeamer	Shoot two diagonal beams that reflect off of the terrain
Wide Buster	Buster	Variant Missile	Shoot a missile
Death Pierce	Saber	Walls First Form	Has the highest attack power of all the single-shot weapons
Iron Pipe	Saber	Inside Hibernation Chamber	Attack by swinging an iron pipe around
Flame Sword	Saber	Faical	Attack with a flaming sword
Mega Axe	Saber	Aveloid	Attack by swinging an axe downwards
Mega Hammer	Saber	Moloid	Attack with a hammer
Electric Arm	Rod	Pantheon Corpse	Attack with an electrified arm
Electric Nail	Rod	EleDesenter	Create lightning in the air
Electric Rod	Rod	Raiken	A rod attack that causes electricity to run along the ground
Card Key	Rod	NicosCrabC	Releases the magnetic lock in the Hibernation Chamber

NAME	TYPE	SOURCE ENEMY	EFFECT
Steel Claw	Rod	Variant Claw	Attack with claws that extend forward
Tongue Rod	Rod	Kanosh	Attack with a tongue that extends forward
Drill Rod	Rod	GangeGun	Extends a drill to attack
Heat Saber	Rod	Variant Fencer	Attack by equipping a saber with the element of fire to your arm
Bee Rod	Rod	Appnet	Attack with the stinger from Appnet's tail
Magne-PunchN	Rod	MagnePaN	Attack with magnetic punch
Magne-PunchS	Rod	MagnePaS	Rappel MagnePaS and MagneMines
Long Snapper	Rod	Poplan	Attack by extending Poplans from your arm
Ice Shield	Shield	Hechnysta	Use Hechnysta as a shield
Sharp Shield	Shield	Yadokroid	Use Yadokroid's shell as a shield
Blade Shield	Shield	SandDozer	Use SandDozer's front blade as a shield
Met Shield	Shield	Metzaur	Use Metzaur's helmet as a shield
Lamp Shield	Shield	LampLrntX	Steal LampLrntX's shield and use it to block attacks
3 Way Bomb	Bomb	NicosCrabB	Throw a bomb that explodes in three directions when it strikes a wall
Wave Bomb	Bomb	Bongal	Throw a bomb that makes a spreading pillar of when it hits the ground
Egg Bomb	Bomb	FinerPlant	Throw a time-delayed bomb with a very large area of effect
Gear Bomb	Bomb	SerpentGear	Throw SerpentGear in a straight line
Gyro Boomerang	Bomb	Gyator	A propeller-type boomerang that flies diagonally before coming back
Joint Bomb	Bomb	Bonsect	Throw the bomb from Bonsect's tail
Neon Bomb	Bomb	CryoNeon	Throw an electric bomb straight forward
Burst Bomb	Bomb	Borrowed from Carwan	Throw a bomb that causes a huge explosion on impact
Hive Bomb	Bomb	Beeneran	Throw Beeneran to conjure three Petibnests
Bound Tire	Bomb	Kerberos	Throw a tire that bounces in front of Zero
Balloon Bomb	Bomb	NeedBalloon	Throw NeedBalloon diagonally, shooting thorns in eight directions
Mini Craban B	Bomb	MiniCrabanB	Throw MiniCrabanB in an arc
Mini Craban R	Bomb	MiniCrabanR	Attack by throwing MiniCrabanR
Rising Bomb	Bomb	Bombadeer	A fire-elemental bomb that shoots up a pillar of fire on impact

REPLOID DIALOGUE

~COLLECTION OF BOSS AUDIO QUOTES~

Here we list the audio quotes of the boss characters from the Zero series. There are some very unique bosses, and while some just yell, some have lines that are very revealing of their personalities.

ZERO 1



AZTEC FALCON

Fufufu!
Bring it!



FEFNIR

Yoooo!
Here!
Take this!
Go!
Ow!



COPY X

Yaa!
I'll get you for that!
Agh!



HANUMACHINE

Uki!
Ukikiki!
Mokii!



LEVIATHAN

Yaa!
Ha!
It's no use!
Can you get away?
Come out!
Kyaa!



BLIZZACK STAGGROFF

Buooo!



MAHA GANESHARIFF

Haa!



HERCULIOUS ANCHORTUS

Gii!



PHANTOM

Throw!
Cut!
Split!
You fell for it!
Destroy!
Owl!
Zero!



COPY X SECOND FORM

Repent!
Light!
I am judgement!
Hahahahaha!



HARPUA

Tei!
Haa!
Go!
I've got you now! Fall!
I won't let you get away!
Oww!

ZERO 2



PHOENIX MAGNION

Burn...
It's no use...
You pest...
How annoying...
You're too persistent!
Vanish!
Leave my sight!



HARPUA FIRST FORM

Tei!
Haa!
Go!
I got you now! Fall!
Skewer him!
Oww!



FEFNIR SECOND FORM

Yoooo!
Burn!
Here!
I won't be defeated!
Urgh...



ELPIZO FIRST FORM

Fufufufu...
Oops, that was close!
Pardon me!
I see you!
You've underestimated me!
Please enjoy yourself!



POLER KAMROUS

Hmph.
Dwee!



HARPUA SECOND FORM

Haaaaa!!
I...!!
Stop!!
Gaahh!



LEVIATHAN FIRST FORM

Nifu...
Haa!
It's no use!
I won't let you escape!
No!
Kyaa!



ELPIZO SECOND FORM

Hyaaaaaa!!
Don't get cocky!
More power!!
Rust and crumble!!
This is the end!



LEVIATHAN SECOND FORM

More! More, I say!
Ha ha!
Come out!
I won't let you escape!
I'm not done yet!
Kyaa!



FEFNIR FIRST FORM

Yoooo!
Here!
Take this!
Go!
Ow!



BURBLE HEKELOT

Ribbit!
Ribbit ribbit...
Ribbit ribbit ribbit...
Gup!



HYLEG OUROBOCKLE


Shaa...
Sha!




PANTER FLAUCLAWS


Here I come!


ZERO 3


	CUBIT FOXTAR
	Hoohohoho!
	Ha!
	Can you see through my moves?
	Flaming Car!
	Haa!
	No!
	Scatter before me!
	Gah!
	Guahaah!


	CHILDRÉ INARABITTA
	Haa!
	Yaaa!
	C'mon, c'mon!
	Slowpoke!
	Take this!
	Ow!
	Hyaah!

	TRETISTA KELVERIAN
	Gonunua!
	Take this!
	Orya!
	Gofaa!
	Kill him!
	Gafu!
	Hissaa!
	Mufu!
What?!	

	VOLTEEL BIBLIO
	Prepare yourself.
	Hehehehehehehe!
	Oh!
	What?!
	Why you!
	Break!
	How's this!
	Guh!?
	Guhya!


	BLAZIN' FLIZARD	
	Haa!	
	Nuaa!	
	Hmph!!	
	Bum to nothingness!	
	Ow!	
	Gah!	

	COPY X MK II
	Yaa!
	Hahahahahaha!
	Light!
	Repent!
	I'll get you for that!
	Haaa!

	GLACIER LE CACTANK
	I will judge you!
	Nuun!
	Hmph!
	Take your punishment!
	This is your execution!
	What?
	Oh?


	OMEGA THIRD FORM
	I am the Messiah! Hahahaha!
	Oh?
	Tei! Ha! Tou!
	Yaa!
	Donya!
	Haa!
	Be destroyed!
	Disappear!
	Oww!

	DEVILBAT SCHILT
	Get out of my sight!
	Fufufufufufu...
	My servants!
	Ha!
	Music to my ears!
	Beg for forgiveness!
	Kehehe...
	Kihiii?


	DEATHTANZ MANTISK
	I'll chop you up!!
	Gyaa!
	Tout!
	Haa!
	Touwe!
	Take it!
	Haa! Haa! Haa!
	Gya!

	PHANTOM
	Here and now... a rematch!
	Throw!
	Cut!
	Split!
	Empty Cicada!
	Ow!

ZERO 4


	FENRI LUNAEDGE
	Can you keep up with me?
	You're pretty good...
	Slice him apart, fangs!
	You fight well...
	Uryaa!
	Vaa!
	Yahoo!
	Guao!
	Aooooo...!
	Dya!
	Taa!
	Shaa!
	Haa!
Gah!!	


	NOBLE MANDRAGO
	Would you like to dance?
	How dare you?
	Leave me alone!
	No... no...
	Welcome!
	You should stay for dinner!
	My my...
	Wither before me!
	How's this?
	Pardon me!
	I hope you're well!
	Aah...
	Get out of my sight!
Kyaa!	
No!!	

	TECH KRAKEN
	I am the blade of vengeance!
	I... I can't see!
	I'll have your head!
	I expected as much...
	Curses!
	Dance!
	Be confused!
	Skewer!
	Oh, darkness...
	There!
	Hahaha...
	Freeze!
	Impossible!
This is nothing!	

	WEIL FIRST FORM
	Idea? What a lie!
	As I expected from a hero...
	Fuhahahahaha...
	Wallow in despair!
	Fear me!
	Experience awe!
	Take this!
	Give me strength!
	How aggravating!
	Silence... my slave!
	Not enough!


	SOL TITANION
	You're really annoying me!
	Isn't that so predictable?
	You're getting on my nerves!
	No way!
	Like, totally!
	Kyahahahahaha!
	Ahahahahaha!
	Tada!
	Here I come!
	Burn!
	Kyaaa!


	POPLA COCAPETRI
	I will solidify you!
	I feel it in my cockscorn!
	What?!
	Melt!
	Keke!
	Solidify!
	Kukyaaaa!
	Don't move!
	Evil eye!
	It's time to die!
	Kehi!


	MINO MAGNUS
	Fungaa!
	Nmo?
	What?!
	Here comes the beam!
	Nmoo!
	I got it!
	Nmooooo...
	Vooooo...
	Uooooo...
	Nbooooo!
	Hya!?

NO DATA	HELL THE GIANT
	It's you! You are Zero!
	Light, give me light!
	Ugooo!

NO DATA	RANDOM BANDAM
	Alert! Alert!
	Elimination program start!

	HEAT GENBLEM
	Engage!
	Fall back!
	Here I go!
	Commander!
	Forward!
	Evasive maneuvers!
	Chest!
	Chest chest!
	Scatter shot!
	Charge!
	Shoot this way!
	Begin!
Guha!	


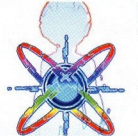
















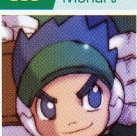




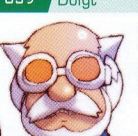

	Keh!
	CRAFT
	Let's get this over with.
	You're... quite strong.
	Let us begin!
	So this is... a hero's... strength!
	I'm sorry...
	Get back!
	Hit!
	Too close!
	It's all over!
	How's this?!
	Taa! Haaa!
	This time... it's over for sure!
Oops!	
Guu!	

	PEGASOLTA ECLAIR
	Stay away, filthy creature!
	By some pest...
	There will be no... second chance.
	No... this cannot be...
	Haaaaa!
	This is divine punishment!
	Suffer!
	There!
	Prostrate yourself!
	Ha! Ha!
	Take this!
	Taaa! Charge!
	Fufufu...
My wounds!	

ROCKMAN ZERO 3

ALTERATION CARD LIST

[PART 1]






















001 Zero (Z-Saber)  <p>Alters the background image of the title screen</p>	002 Ciel  <p>Some potted plants appear around the Resistance Base</p>	003 Golem  <p>Alters the design of the elevator</p>	004 X (Cyber-elf)  <p>Powers up the Z-Saber</p>	005 Winkie (Nurse-type elf)  <p>Alters the design of the Nurse-type elves</p>
006 Cerveau  <p>Adds members to the second floor of the Resistance Base</p>	007 Herculeous Anchortus  <p>Alters the design of the Buster Shot's projectiles</p>	008 Aztec Falcon  <p>Alters the design of the Z Panels</p>	009 Alouette  <p>Alters the design of Alouette's outfit</p>	010 Pantheon Core  <p>Alters the design of the message window</p>
011 Fairy Commander Leviathan  <p>Alters the design of the message window</p>	012 Totten (Hacker-type elf)  <p>Alters the design of life energy pickups</p>	013 Guard Orotic  <p>Alters the design of the message window</p>	014 Hibou  <p>Adds members to the second floor of the Resistance Base</p>	015 Zero (Triple Rod)  <p>Powers up the Recoil Rod</p>
016 Anubis Necromancer V  <p>Resets all alterations</p>	017 Hittite Hottaid  <p>A stray cat wanders into the Resistance Base</p>	018 Blizzack Staggroff  <p>Snows at the Resistance Base</p>	019 Hanumachine  <p>Alters the design of E-Crystals</p>	020 Asura Bazura  <p>Powers up the Shield Boomerang</p>
021 Rainbow Devil  <p>Alters the computer in Ciel's room</p>	022 Hidden Commander Phantom  <p>A mysterious Cyber-elf appears at the Resistance Base</p>	023 Copy X (First Form, Combat Mode)  <p>Powers up the Buster Shot</p>	024 Copy X (Second Form)  <p>Adds artwork to the walls of the Resistance Base</p>	025 Jackson (Rare elf)  <p>A door appears somewhere in the Resistance Base</p>
026 Fighting Commander Fefnir  <p>Powers up the Buster Shot</p>	027 Elpizo (Normal)  <p>Resets all alterations</p>	028 Mappie (Nurse-type elf)  <p>Alters the computer in Ciel's room</p>	029 Hyleg Durobockle  <p>Flowers blossom on the roof of the Resistance Base</p>	030 Poler Kamrous  <p>Alters the design of the message window</p>
031 Estan (Nurse-type elf)  <p>Alters the design of Secret Disks</p>	032 Maha Ganeshariff  <p>Powers up the Shield Boomerang</p>	033 Menart  <p>Adds members to the second floor of the Resistance Base</p>	034 Zero (Chain Rod)  <p>Powers up the Recoil Rod</p>	035 Leviathan (Second Form)  <p>Alters the background image of the title screen</p>
036 Harpuia (Second Form)  <p>Alters the conversation of the Resistance members in the right guard tower</p>	037 Perroquet  <p>Adds members to the second floor of the Resistance Base</p>	038 Isos & Pasos  <p>Adds members to the second floor of the Resistance Base</p>	039 Doigt  <p>Adds members to the second floor of the Resistance Base</p>	040 Sage Commander Harpuia  <p>Powers up the Z-Saber</p>

[CHARACTER CARDS]

001 Strung-up Zero (Zero)  <p>Zero, the red Replid that was isolated in an underground laboratory for 100 years</p>	002 Forgotten Laboratory (Zero)  <p>Ciel and the Cyber-elf Passie as they stand before the great doors of the underground forgotten laboratory</p>	003 Pantheon Hunter (Zero 1~3)  <p>A Pantheon equipped with a gun capable of three rapid shots in succession</p>	004 Pantheon Ace (Zero)  <p>An enhanced version of the Pantheon Flyer that appears at the Neo Arcadia Shrine</p>	005 Metaluke (Zero)  <p>A Mechaniloid that swings a flail around. Its weak point is the core hidden in its shield</p>
006 Zero, at Dusk (Zero 2)  <p>Zero strips away his cape to face the Neo Arcadian assault</p>	007 Mega Scorpio (Zero 2)  <p>A giant scorpion-like Mechaniloid. Its giant pincers and extendable tail are its unique attributes</p>	008 Sage Commander Harpuia (Zero 2)  <p>Harpuia debates whether or not to save Zero on the sandy moors</p>	009 Ciel (Zero 2)  <p>Ciel discovers the power of the Baby Elves, and works to develop the new energy source</p>	010 Hatred (Zero 2)  <p>Commander Elpizo, desiring power after Operation Righteous Strike fails</p>

Available exclusively in Japan, these 100 Alteration Cards were sold for Rockman Zero 3, the Japanese version of Mega Man Zero 3. Some of the art was done specifically for these cards.

[PART 2]

041 Shelter (Animal-type elf)  Doubles Zero's defense power	042 Ciel  Adds members to the first floor of the Resistance Base	043 Putick (Animal-type elf)  Alters the design of the Animal-type elves	044 Andrew  Restores some youth to Andrew's appearance	045 Phoenix Magnion  Some seagulls start circling above the Resistance Base
046 Panter Flauclaws  A stray cat wanders into the Resistance Base	047 Deathanz Mantisk  Alters the design of the elevator	048 Dark Elf  Some graffiti appears on the walls of the Resistance Base	049 Zero (Buster Shot)  Alters the design of the Buster Shot's projectiles	050 Golem Type E/F/I  Alters the design of the message window
051 Fefnir (Second Form)  Alters the computer in Ciel's room	052 Dable (Hacker-type elf)  Alters the design of E-Crystals	053 Kuwagust Anchus  Alters the design of the message window	054 Elpizo (Combat Mode)  A mysterious Cyber-elf appears in the Resistance Base	055 Elpizo (Second Form)  Resets all alterations
056 Zero (Shield Boomerang)  Powers up the Shield Boomerang	057 Ciel  Alters the conversation of the Resistance members in the left guard tower	058 Weil  Resets all alterations	059 Omega  Alters the design of the Z Panels	060 Burble Hekelot  Increases the attack power of Beetack and Beenipe
061 Childre Inarabitta  Increases the attack power of Archim and Archil	062 Surnite  Alters the design of the Hacker-type elves	063 Blazin' Flizard  Powers up the Buster Shot	064 Devilbat Schilt  Night falls on the Resistance Base	065 Crea & Prea  Alters the computer in Ciel's room
066 Hanmarga (Hacker-type elf)  Alters the design of Secret Disks	067 Tretista Kelterian  Alters the design of the message window	068 Glacier Le Cactank  Some potted plants appear around the Resistance Base	069 Cubit Foxtar  Alters the design of the message window	070 Voltel Biblio  Fish start jumping near the Resistance Base harbor
071 Zero (Recoil Rod)  Powers up the Recoil Rod	072 Rocinolle  Adds members to the third floor of the Resistance Base	073 Hirondelle  Adds members to the third floor of the Resistance Base	074 Pic  Adds members to the third floor of the Resistance Base	075 Rouge & Joan  Adds members to the third floor of the Resistance Base
076 Autruche  Adds members to the third floor of the Resistance Base	077 Mott (Nurse-type elf)  Alters the design of life energy pickups	078 Omega (Second Form)  Alters the background image of the title screen	079 Zero  Powers up the Z-Saber	080 Ciel  Alters the background image of the title screen

[CHARACTER CARDS]

011 Farewell, X [Zero 2]  Elpizo destroys the original X's physical body to release Dark Elf	012 In the Sky of Yggdrasil... [Zero 2]  Dark Elf showers the defeated Elpizo with a gentle light and flies into the sky	013 A Gift from the Past [Zero 3]  Zero and the Resistance arrive in a snowy field to see the mysterious object emitting the same energy signature as Dark Elf	014 Omega Appears [Zero 3]  The giant Reploid "Omega" is unaffected by the attacks of Fefnir and Leviathan	015 X's Return to Power [Zero 3]  Copy X MK II takes a seat on the throne and transfers command of the Neo Arcadian army to Weil
016 The Conditions of Defeat [Zero 3]  Copy X MK II demands that the Resistance hand over the Ciel System	017 The Elf Wars [Zero 3]  A devastating war that reduced the population of Reploids by 90%, and the population of humans by 60%	018 Prelude to Vengeance [Zero 3]  Dr. Weil explains his ambitions with Omega, who is strapped into his power source, behind him	019 Truth and Lies [Zero 3]  A Reploid that looks exactly like Zero emerges from the crumbling remains of Omega	020 Altered Pantheon Aqua [Zero 3]  A Pantheon Aqua was cursed as it tried to capture Dark Elf

IDIOM DICTIONARY

A collection of the terms and phrases relating to the Mega Man Zero world. Includes many unexplained mysteries like the Sigma Virus and the Ten Shining Weapons.

A-C

AEGIS VOLCANO BASE

ZERO 3

The missile support base for the army of Neo Arcadia is located in this volcano. It is a very active volcano that erupts without end.

AREA X

ZERO 1

A control room located on a stationary satellite at an altitude of 36000km, Area X governs all of Neo Arcadia's unmanned space stations.

AREA X-2

ZERO 3

The central command center of Neo Arcadia, ruled by Copy X and Weil. From Area X-2, they command the entire Neo Arcadian army.

AREA ZERO

ZERO 4

A place where a giant space colony called Eurasia crashed long ago. Nature is slowly restoring itself here, and the humans that have abandoned Neo Arcadia are establishing a colony here.

ARTIFICIAL SUN

ZERO 4

An artificial sun made for the purposes of climate control. Because it was altered drastically, however, it became known as a sun of death that scorched the planet's surface and turned it into a desert.

BABY ELVES

ZERO 2~4

These elves were named Crea and Prea by Alouette, a Resistance member. They are copies of Dark Elf, and are partially responsible for driving the power-hungry Elpizo into madness.



The Baby Elves, copies of Dark Elf, named Crea and Prea by the Resistance member Alouette.

BROKEN SPACECRAFT

ZERO 3

A mysterious spacecraft that crash-landed in a snowy field. Omega, emitting the same energy readings as Dark Elf, was found within the destroyed craft.



Zero, Ciel, and other Resistance members as they stand before the mysterious spacecraft.

CARAVAN OF THE MOORS

ZERO 4

A caravan established by the people who rejected and escaped from Weil's dictatorship. They rush across the moors to avoid assaults from Replids.



Neige is the journalist that escaped from Neo Arcadia, and now leads the caravan.

CIEL SYSTEM

ZERO 2

The new energy source developed by Ciel. An important discovery that changes the very foundation of the world, and brings the field of energy research into a new era.

THE COMPUTER ZONE OF THE SOUTH POLE

ZERO 2

A computer facility controlling Neo Arcadia's defense system, located in the South Pole.

CRYSTAL CAVE

ZERO 2

A cave near the Resistance Base. The place where Elpizo got the IFF beacon, a device that discerns between allies and enemies on radar.

CUTTING SHADOW SQUADRON

ZERO 1

The anti-Resistance intelligence unit led by Phantom, one of the Four Guardians.

CYBERSPACE

ZERO 3

A dimensional rift that was created by Omega's appearance. Doors leading to this dimension can be found throughout the world. In Cyberspace, Cyber-elves' abilities are automatically activated. Cyberspace also acts as a sort of limbo for the souls of the dead, and the soul of Phantom, the Guardian that self-destructed in Zero 1, can be found here.

D-F

THE DARK CROSS

ZERO 1

One of the Ten Shining Weapons, wielded by the Hidden Commander Phantom. A giant shuriken that Phantom often rides on it during battle.

DARK ELF

ZERO 2~4

See Mother Elf (pg.166)

DEEP SEA SQUADRON

ZERO 1

The name of the squad lead by the Fairy Commander Leviathan, one of the Four Guardians.

EINHERJAR EIGHT WARRIORS

ZERO 4

A group of eight Replids that Weil gathered for Operation Ragnarok. Some were altered for combat, and others joined willingly. Their objectives are as diverse as they themselves are, and their loyalty to Weil cannot necessarily be assumed. The one thing that they all seem to agree on is the destruction of anything and anyone that gets in the way of their mission.

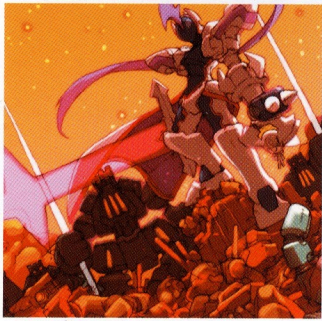


The Einherjar Eight Warriors is a group of very unique Replids lead by Craft.

THE ELF WARS

ZERO 1~4

An extremely bloody series of battles that began soon after the end of the Maverick Wars, named for the use and exploitation of many Cyber-elves in the wars. By using Dark Elf and the Baby Elves - her copies - to make Reploids go Maverick and fight each other on a grand scale, Weil saw to it that chaos and destruction ravaged the world. Though the Elf Wars only lasted for four years, the losses were deep: Reploids suffered a 90% casualty rate, while humans suffered a 60% casualty rate.



Omega slaughters countless innocent humans and Reploids during the Elf Wars, but is eventually defeated by X and Zero.

ENERGY FACILITY

ZERO 3

Though originally used as a power plant, it was turned into Dark Elf's copy factory.

EURASIA

ZERO 4

A large space colony that crashed into the Earth's surface long ago, annihilating many cities. Even a century later, the widespread damage it caused is still clearly visible.

FOREST OF ANATRE

ZERO 3

The dense forest that the Neo Arcadian army tried to traverse to lay siege to the Resistance Base. An ancient ruin lies somewhere within this forest.

FOREST OF DYSIS

ZERO 2

A deep forest that grows around the ruins that play host to a Baby Elf, as if to protect it. Humans and Reploids alike find it difficult to traverse this dense forest.

FOREST OF NOTUS

ZERO 2

A forest maintained by Neo Arcadia that hides the ruins of an ancient civilization. The forest is considered sacred to the people of Neo Arcadia.

THE FOUR GUARDIANS

ZERO 1~3

Refers to the Sage Commander Harpuia, Fighting Commander Fefnir, Fairy Commander Leviathan, and the Hidden Commander Phantom. Created based on the DNA of the original X, these masters of air, land, sea, and blade were gathered from various areas to counter the Resistance efforts.



The Four Guardians, who were created by using the same methods used in creating Copy X.

THE FORGOTTEN LABORATORY

ZERO 1

An old research facility used by Reploformer marines long ago to investigate oceanic geological features, for the purposes of oceanic development and early detection of volcano eruptions. The large caverns leading to the depths of the ocean came to double as a sort of natural fortress for their military base of operations. More recently, captured Reploids were organized and shipped to Neo Arcadia from here to be used as test subjects in experiments or for extra parts.

FRONTLINE ICE BASE

ZERO 3

A base built in the north by Neo Arcadian forces. Most, but not all, of this base is underwater.

FROST JAVELIN

ZERO 1

The spear wielded by Leviathan, one of the Four Guardians. It is one of the Ten Shining Weapons.

G-J

GIANT ELEVATOR

ZERO 3

The giant elevator used by the Neo Arcadian army to transport large amounts of energy to the surface from underground.

GIANT TRANSPORTATION BASE

ZERO 4

A mobile base used by Weil to transport the Neo Arcadian army to different locations.

HANGING GARDENS

ZERO 4

Weil's floating fortress, capable of causing acid rain storms and lightning to ravage the surface below.

HIBERNATION CHAMBER

ZERO 4

A Cyber-elf research center that was destroyed in the past. There are many scrapped elves still present in this area.

HOLY REGION

ZERO 1

The path that leads to the tower at the center of Neo Arcadia. It is surrounded by a completely artificial, sterile environment, and is heavily guarded by a building designed like an ancient shrine that houses an elite force of Mutos Reploids.

L-N

THE LIVING CITY

ZERO 4

A large city where humans were said to live before the Maverick War. It boasts a very tight security system, and was used as a gathering place for those living in hiding on the surface until it was taken over by Weil. The whole city became sentient due to a virus, and now indiscriminately attacks anyone that tries to enter its borders.

MAGNETIC ZONE

ZERO 4

A building that causes irregularities in electromagnetic fields. It was created for the purpose of destroying Area Zero's environment-preservation system with an EMP (electromagnetic pulse).

THE MAVERICK WAR

ZERO 1~4

The war of 100 years ago, where the Sigma Virus turned Reploids into Mavericks. X and Zero were considered the heroes of this war.

MAVERICKS

ZERO 1~4

A name given to those Reploids who suffer from irregularities in their electronic brains, or those who attack humans or run amok of their own accord. To combat the energy shortage, the government of Neo Arcadia purposefully condemned sane Reploids as Mavericks and started destroying them.



Neo Arcadia considered all Resistance members to be Mavericks.

MISSILE FACTORY

ZERO 3

A factory where missiles big enough to house Omega were built.

MOTHER ELF

ZERO 2~4

Dark Elf's original name. Originally created to restore Mavericks to normalcy, it became known as Dark Elf after Weil altered it for his own evil purposes.



Dark Elf causes Reploids to go berserk.

MUTOS REPID

ZERO 1~4

Reploids created by Neo Arcadia to protect humans. Their designs are based on divine creatures.



Based on figures from various mythologies and fables, they exude the very essence of guardians.

NEO ARCADIA

ZERO 1~4

The utopian city built by the administrative body founded by the hero X, for the purpose of bringing peace and stability to the people after the destruction caused by the Maverick Wars. Despite these well-intentioned origins, after X's disappearance, Neo Arcadia started accusing innocent Reploids of being Mavericks and destroying them when faced with the grave energy shortage.

NEO ARCADIA TOWER

ZERO 1

The tower leading to the center of Neo Arcadia. Technically, it is really a repaired elevator shaft that was once used in an orbital elevator for transportation between the Earth's surface and the moon. The orbital elevator was destroyed in the Maverick Wars, however, and now this shaft is used to foil would-be infiltrators of Neo Arcadia.

O-R

OCEANIC HIGHWAY RUINS

ZERO 3

The remains of a highway that runs along the surface of the ocean, connecting the continents. Badly dilapidated, most of the highway has become submerged, and cracks have appeared here and there.

OLD RESIDENTIAL AREA

ZERO 3

The Baby Elves escaped into this area, which used to be a residential area for humans. Heavy flora overgrowth hides some of the paths and alleys from view.

OLD SURFACE CITY

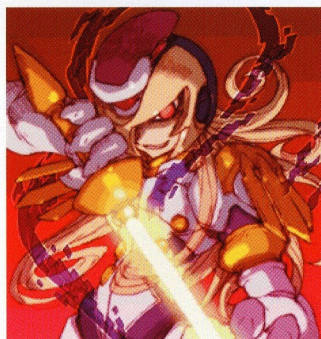
ZERO 1

A ghost town abandoned long ago. Fugitive Reploids eke out a living under the high-rise buildings and rubble.

OPERATION RIGHTEOUS STRIKE

ZERO 2

An assault on Neo Arcadia, lead by Elpizo. Faced with the Four Guardians' iron defense, the Resistance forces suffered a horrible defeat.



As a result of this loss, Elpizo becomes obsessed with a desire for power, which leads to his dangerous transformation.

PARTICLE BEAM

ZERO 4

A large particle cannon located in zone A-4 that fires charges made of energy absorbed from the sun.

POWER ROOM

ZERO 2

The power source for Neo Arcadia's weapon manufacturing plants.

PRISON

ZERO 4

Used as the frontline command center for Operation Ragnarok, the interior is cramped and complex.

RAGNAROK

ZERO 4

A space weapon orbiting Earth. Weil's "Operation Ragnarok" would have seen it used to incinerate Area Zero, where the human caravan fleeing Weil's dictatorship had settled.



Ragnarok's devastating beam cannon, which can completely destroy anything on the planet's surface.

THE REMOTE, ABOLISHED FACTORY

ZERO 1

Back in a more prosperous time, this Reploid assembly plant was built around an Energen Crystal mining facility. Once Neo Arcadia was faced with the energy crisis, all of the Reploids that were working at the factory were dubbed Mavericks and destroyed, and the factory was shut down. Even now, many Energen Crystals can be found there, making it a very valuable reservoir of energy.

REPID

ZERO 1~4

Sentient robots created to protect and work with humans. The Maverick Wars erupted when some Reploids started going Maverick and revolting against humanity.

RESISTANCE BASE

ZERO 1~3

The Resistance's base of operations, and the place to where most Reploid refugees trying to escape Neo Arcadian persecution flee. Using this as their central headquarters, the Resistance engages in guerrilla warfare with Neo Arcadia.



The Resistance members fighting one of their many guerrilla battles with Neo Arcadian forces.

S-V

SHUTTLE FACTORY

ZERO 2

A secret underground factory where Elpizo went to steal a transport shuttle. Maintained by Neo Arcadia, it is still operational despite its small size.

THE SANDY MOORS

ZERO 2

The place where Zero, having parted with the Resistance and set off on his own a year earlier, had collapsed. The entire area is barren, and therefore offers no place to hide.

SIGMA VIRUS

ZERO 1

A terrifying virus that makes Reploids go Maverick. Initially, Zero was the only one infected with the virus, but as he traveled the world to battle Mavericks, he unwittingly spread the virus.

SODOM AND GOMORRAH

ZERO 1

The names of the guns equipped by the Fighting Commander Fefnir, one of the Four Guardians. They are also called Multiple Launchers, and are also part of the Ten Shining Weapons set.



Sodom, the gun equipped in Fefnir's right hand, is able to shoot fire.

SQUADRON OF FIRE AND ASH

ZERO 1

The squadron lead by the Fighting Commander Fefnir. This squad was responsible for Operation Scorched Earth, which dealt a devastating blow to the Resistance.

STRONG AIR SQUADRON

ZERO 1

The squad lead by the Sage Commander Harpuia, one of the Four Guardians. Most of the Reploids in this squad have flight capabilities.

SUB ARCADIA

ZERO 3

The underground power source of Neo Arcadia, it acts as a central core for all of Neo Arcadia's machinery. Omega was sending Dark Elf's powers out to the world from this location.

SUBWAY RUINS

ZERO 1

The ruins of a subway system that is no longer in use. Its tunnels and rails run deep into the earth, reminders of a more prosperous time.

THE SUNKEN LIBRARY

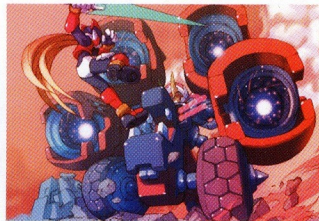
ZERO 3

The ruins of an ancient library. Most of the ruins' interior is underwater. Important information - such as the records of Weil altering Mother Elf to instigate the Elf Wars, and the grave threat represented by the possibility of combining Omega and Dark Elf - can be found in this library.

TEMPLE OF FIRE

ZERO 2

One of the shrines built to protect the center of Neo Arcadia. Lava flows freely within, barring any infiltrator's path.



Fefnir's Second Form awaits Zero within the Temple of Fire.

TEMPLE OF ICE

ZERO 2

One of the shrines built to protect the center of Neo Arcadia. A harsh area, covered with ice and water.

TEMPLE OF WIND

ZERO 2

One of the shrines built to protect the center of Neo Arcadia. It is very tall, and blocks any infiltrator's path.

THE TEN SHINING WEAPONS

ZERO 4

A set of weapons made for the Top-Class Maverick Hunter of the Maverick Wars. X's X-Buster, Zero's Z-Saber, and each of the weapons wielded by the Four Guardians are in this set.

TRANSPORT LINE

ZERO 4

The lines used to infiltrate Ragnarok. They become usable with Ciel's help.

UNDERGROUND FOREST

ZERO 4

The frontline base of Weil's army, covered in vegetation-model nanomachines in order to absorb nutrients from the earth.

UNDERGROUND LABORATORY

ZERO 1

The facility built to house Zero, who was discovered to be the source of the Sigma Virus outbreak. For half a century, Zero was used in many Sigma Virus-related experiments. This laboratory is also where Ciel's ancestors studied Cyber-elves, and where Weil created Omega. But because all records of its existence were wiped from history by Neo Arcadia, only a select few still know where it is.



Ciel standing in front of the laboratory where Zero has been in stasis for one hundred years.

W-Z

WEAPON REPAIR FACTORY

ZERO 3

A factory where Mechaniloids are constantly being reconstructed. Scrap metal can be found scattered everywhere here.

WEATHER CHANGER

ZERO 4

A device that can change the weather from its orbit above the land. Though it cannot be controlled entirely as desired, it is still a very useful machine.

WEIL'S NUMBERS

ZERO 3

The eight Reploids that serve under Weil. Usually, they take their human forms and act as Neo Arcadia's "central council," but those forms are disguises; only those who oppose Weil get a brief glimpse of their true forms.



Weil's Numbers, in their human forms.

WEIL'S RESEARCH LABORATORY

ZERO 3

An old, abandoned laboratory near the one where Ciel found Zero in stasis. It is of the same build as the Forgotten Laboratory, and Weil had once used this laboratory for his research.

YGGDRASSIL

ZERO 2

The most secure, innermost area of Neo Arcadia. This is where the original X laid himself to rest in order to seal Dark Elf within his body.

Z-SABER

ZERO 1~4

One of the Ten Shining Weapons made for the Top-Class Maverick Hunter. When Zero saved Ciel from the Golem, Original X gave him the Z-Saber. Because it was created using the same technology as the X-Buster, it also has the ability to vary its effects and shape.

SPECIAL INTERVIEW

One year after Mega Man Zero 4 hit the shelves, we asked those responsible for the Mega Man Zero series to tell us what it was like.



[I N T E R V I E W E E S]



TAKUYA AIZU

President of Inti Creates Inc., he is the producer of the Mega Man Zero series.



TORU NAKAYAMA

The character designer for the Mega Man Zero series. Has since left Inti Creates and is now freelancing.



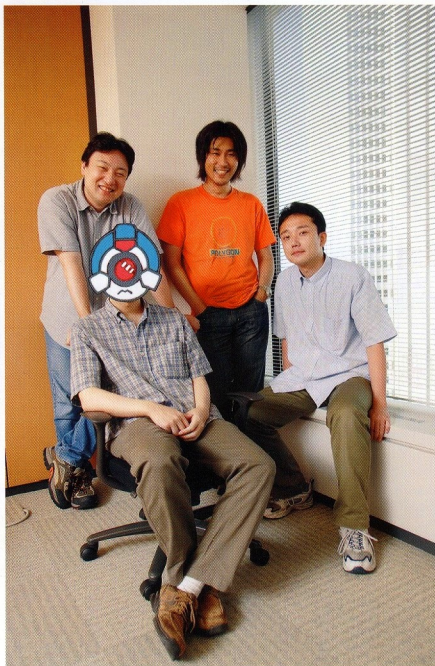
RYOTA ITO

The director of the Mega Man Zero series, he was responsible for organizing the action system and the character dialogue.



AZUMA HONDA

The graphic designer for Mega Man Zero and Mega Man Zero 2, he was responsible for the early concept work, the background images, and the artwork.



"ACTUALLY, THE FIRST PROPOSAL WE HANDED IN WASN'T ZERO AT ALL."

Please tell us about the steps that led you to the first "Mega Man Zero" proposal.

AIZU: To be honest, our (Inti Creates) vice president Tsuda is a huge fan of Mega Man and he was always going on and on about how he wanted to make a Mega Man game. Whenever there was a game convention, he would hound Mega Man series producer Inafune, asking if we couldn't make a Mega Man game, and generally conveying our desire to do so in any way that he could. Then one day, we got a call from Inafune saying, "You keep telling me that you really want to make a Mega Man game; but were you ever planning on actually sending in a proposal?". Knowing that Inafune was seriously considering the matter, we got to work right away on the

proposal.

So that would be this ("see photo in the top right corner of pg. 169) proposal?

AIZU: Actually, the first proposal that we handed in wasn't Zero at all. It was only afterwards that Inafune asked us if we could come up with a proposal for a game where Zero from the "X" series is the main character. We basically took our initial proposal, and made Zero the main character.

Why did you decide to make X the last boss?

AIZU: The last boss was a very popular topic of discussion, and we visited the Capcom offices many times to try and get a consensus. The decision was produced from these discussions, although it was more of a joke at first. Tsuda just kind of said, "What if we made X the last boss?" to which Inafune

responded with, "Sure, why not," and that, as they say, was that. Once we were sure that X was really going to be the last boss, we asked Nakayama to do some drawings to that effect, and the proposal just grew from there. As a note of interest, at this time the last boss X was the original X and not Copy X. It really wasn't until just before release that we decided to change it to Copy X.

"Just before release?"

AIZU: ... a month before release? (laughs)

ITO: Yeah, I think that's about right. We realized that having the original X as the last boss and having him done away with like that wouldn't sit so well with all of the young boys and girls that really do see him as a hero. On top of that, the "X" series was still continuing, so we put in an emergency stop and inserted

Copy X.

NAKAYAMA: This meant that the X in the illustrations had to be Copy X, which required some rearranging on our part.

HONDA: That was also when we came up with the idea that Copy X was Ciel's creation.

AIZU: The only problem with that was, if we were going to say that Ciel created Copy X, it gave way to a few inconsistencies timeline-wise, so we had to come up with some complex explanations really fast...

HONDA: We made it so that Ciel herself was a product of the technological advancements of Neo Arcadia. With the dream of creating a utopia for humans and the Reploids sworn to protect those humans, researchers were working on producing humans with altered DNA. In the process, some children were born for the specific purpose of developing better Reploids to assist in this research. Ciel was one of these children, and was a prodigy. Just by watching and mimicking the experiments, she somehow managed to produce Copy X. This let us explain how Ciel could have been Copy X's creator.

AIZU: She was nine years old at the time.

HONDA: That sounds about right. They used the same methods to create the Four Guardians. When Copy X, her own creation,

went out of control, she felt so guilty that she escaped from Neo Arcadia and founded the Resistance. During her efforts with the Resistance, she hears rumors leading to the location of the legendary hero, the Reploid called Zero. This is the story leading up to the opening sequence of Zero 1.

Is there a specific place in the Mega Man series timeline for this game?

AIZU: We certainly took the flow of [the] Mega Man, X, and Zero [series] into consideration. The fact that the first Zero game starts with him coming out of stasis is a result of that deliberation. From there, we expanded the Mega Man universe itself in an attempt to explain what Dark Elf truly is. Originally, it was understood that Mother Elf was created using some properties of the Sigma Virus as a Cyber-elf with the ability to control Reploids, but some of the negative properties of the Sigma Virus were also transferred during the process, resulting in Dark Elf. We ended up changing a couple of those details.

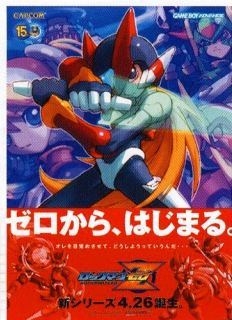
Please tell us a little about how the idea of a sequel came about.

AIZU: Towards the end of production, we felt that the characters involved in this game



were quite memorable in their own right, and that it would be a shame to let their story end so soon. To that end, we adjusted things a bit to leave it open for a sequel, but that's also why most of the game is not indicative of a planned sequel. The real question of whether or not we were going to do a sequel came up after we were pretty much done. Since we had left the first game with such an open ending, I think that we managed to pull off the

JAPANESE PROMO POSTER GALLERY



ROCKMAN ZERO 2



ROCKMAN ZERO 3



ROCKMAN ZERO 4



Were things any different for Zero 3?

AIZU: By the time we really got into Zero 2, it had already been decided that there would be a Zero 3, so Zero 2 was basically made for the sole purpose of building up to Zero 3. That could explain why the main boss of Zero 2, Elpizo, was not as memorable as the other boss characters from the Zero series. Personally, I think Elpizo turned out to be a pretty good character that is difficult to hate.

HONDA: The ending of Zero 2 turned out the way it did (see pg. 150) at the suggestion of Capcom, in consideration of Zero 3. In Zero 3, we wanted to mess with all the players

that were going around thinking "Yeah, I'm Zero!" by introducing the fact that the "Zero" they've been controlling all this time is actually just some random Reploid body with Zero's consciousness installed in it, and that the "real" Zero was, in fact, this new threat that they were fighting. Since we were under the impression that Zero 3 would be the last of a trilogy, we wanted to make this really intense situation where this common Reploid who awoke without any memories and was all but raised by Ciel and the other Resistance members plays out his coming-of-age story in a fierce battle against the "real" legendary hero... (laughs)

AIZU: Although you could say that Zero 3 was technically the last episode in the "Neo Arcadia" trilogy. The issue was deciding what we were going to do with "Zero 4".

ITO: There was an idea for Zero 4 to happen somewhere in between Zero 1 and Zero 2, since there was a phase in there where Zero lost his Shield [Boomerang] and [Triple] Rod, and was left with only his Z-Saber and the buster. This left a good opening for the [Zero] Knuckle, and we thought it would be a good way to connect the two. But in the end, we decided that it would be better to continue the story, rather than go back and create a tangent.



AIZU: We really felt that Zero 3 was the last game, but the players seemed to feel that there was still more of the story to be told. That's why we decided to go with an ending that really put a period on the whole Zero storyline.

Zero 4 really fleshed out the human characters.

AIZU: This is something that Yabe (responsible for the original scenario of the Zero series) had been wanting to do. We wanted to take the humans that had been thus far living in relative peace and safety within the walls of Neo Arcadia and introduce them to Weil's dictatorship to sort of force them out into the wilds with the Reploids, thereby lowering themselves to refugee status and in a way bringing them down to what they considered the Reploids' level. It was our hope that ending the game in such a sad state of affairs would leave the stage open for the next game to take place in a world where humans and Reploids lived in harmony.

"The next game?"

AIZU: Well, this is just our own personal opinion, but the way we see it, the end of the Mega Man series has already been written in the form of [the] "Mega Man Legends" [series]. We feel that no matter how you continue the Mega Man series, you'll always end up at Legends. Therefore, we feel that everything we have created has, in a way, laid the ground work for that world to come into existence. We have to make sure that things like the environment and human-Reploid relations that we establish will be able to make a comfortable transition to that future world.

"... SHIFTING TOWARDS A MORE HUMAN DIRECTION."

We have heard that the illustrations for the Zero series have gone through little changes between each game. Exactly what kind of changes would those be?

NAKAYAMA: I don't know if you could call them changes... We wanted to impart a sense of evolution. By virtue of the opinion that everything eventually leads to Legends,

we felt that we needed to move away from the totally mechanical feel of the X series. That is probably what has been perceived as "changes" within the series. It's not that we were changing it enough to connect it directly to Legends, but we were certainly shifting towards a more human direction.

Does this have something to do with the fact that Zero's body was not his original body?

NAKAYAMA: Actually, the whole idea of his body not being the original body was not part of the initial proposal. It was a totally different world, but the further we went into that world, the more concerned we became with questions of continuity... (laughs)

AIZU: To be honest, we were totally out of control at first (laughs). We weren't even listening to Capcom's thoughts and opinions; we had just decided to create the game based on this world that Tsuda had created. We then took our ideas to Inafune. I believe it was at the Tokyo Game Show, and all of the big names were gathered in this one break room. We just walked in and spread Nakayama's concept art on the table in front of Inafune, gliding straight into bouts of "This one here is really good." I watched quietly, but inwardly I was thinking, "We are surrounded by people from all the other companies!" (laughs). A lot of the design was refined at this one meeting through comments about making it more child-friendly, and losing the buckle on his belt entirely as it was difficult to represent in dots. Eventually, it was all summed up in one sentence: "We want this to be done as a Mega Man game." (laughs)

NAKAYAMA: A lot of trial-and-error ensued. We knew that kids liked pointy horns, so we tried designing armor with lots of pointy horns, etc... but in the end, Inafune asked us to carry over as much of Zero from the X series as we could, so that it was clearly Zero from the Mega Man series. We did our best to please Inafune, but we couldn't just create the same Zero as the one from the X series. It was important that the public would be able to visually tell the series apart right away, so our efforts were mostly concentrated on how different we could make him, rather than how similar we could make him.

Were there any other characters that were tough to design?

NAKAYAMA: I guess you could say designing the Cyber-elves was a bit tough... it was more like, "What's a Cyber-elf, anyway?" (laughs) I don't think anyone really had a solid image in their head of what a Cyber-elf was supposed to look like...

ITO: Yeah, in the actual game they were depicted as balls of light, after all. (laughs) They were displayed in some subscreens, but even in the subscreens you didn't get to see their actual faces since they used symbols like hearts and stuff.

AIZU: I don't think anyone had any idea what Cyber-elves looked like until Nakayama gave us the visual representations.

NAKAYAMA: In a way, having that much freedom makes it easier and more fun. But on the other hand, coming up with the very first drawing was quite daunting.

ITO: There are three types of Cyber-elves, the Nurse types, Animal types, and Hacker types. Each type has their own specific set of skills, but with the exception of the Hacker types, the actual names of the Cyber-elf types were a little up in the air until the end.

HONDA: They were called Life types at first, but once we saw the drawings, we were like, "Oh, they're nurses." (laughs) That's why they became the Nurse type. So you could really say that those ideas were purely Nakayama. Same goes for the Animal type. It all came around

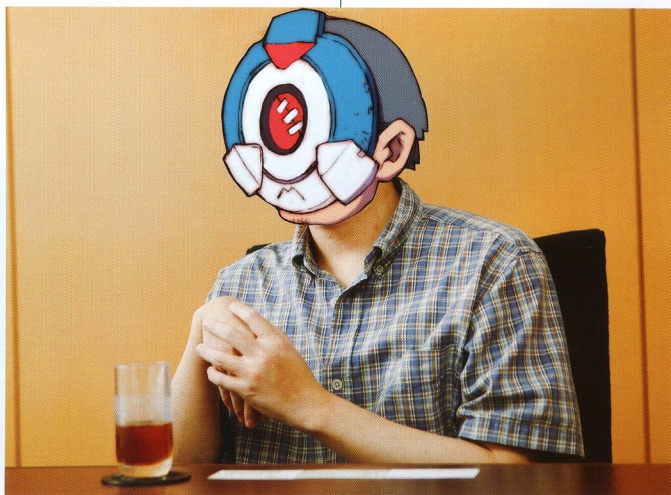


due to Nakayama's opinion that animals would enhance physical traits.

AIZU: This one time, Nakayama told me that the Hacker types were the hardest to imagine... it seems he couldn't quite get a grasp on what it was that makes a Cyber-elf a hacker.

ITO: Taking away half of a boss' life points, for example. That thought ended up turning into the "Hafman"s and "Hanmar"s, but I can see how those kinds of intangible ideas could be tough.

NAKAYAMA: It's not like you really get to see them in-game this way, but it would be nice to think that with one look, the player could be persuaded that this is how the Cyber-elves look. I guess the ideas themselves are mostly divine inspiration.





...WITHIN INTI CREATES, PHANTOM WILL ALWAYS BE THE FAVORITE SINCE HE IS CONSIDERED TO BE ZERO'S RIVAL.

Please tell us a little about the Four Guardians.

HONDA: Initially, they were going to be replicas of X, so they were all blue. But when Nakayama handed in their designs, they were different colors.

NAKAYAMA: The real point of having the colors is to emphasize their elemental

natures. Since X is able to use all the elements, red is for fire, and so on. At first, it was met with a lot of resistance, as we had preconceived notions about how "Red" was for Zero and "Blue" was for X, but we eventually all agreed that the colors made it easier to tell the characters apart at a glance. Their heads are quite unique, but their bodies are largely the same, so without different colors it would be difficult to tell them apart. It's easy to tell them apart with illustrations, of

course, but once they are composed of dots it gets much harder.

Who came up with the names for the Four Guardians?

AIZU: Nakayama had the names in the margins of his drawings.

HONDA: But that wasn't his intention. For example, in the Harpuia drawings, the word "Harpuia" was supposed to be the name of the sword wielded by the character.

AIZU: Oh, really... (laughs) But there are many other examples of character names coming from misunderstandings like that. An example would be Elpizo, which was going to be the name of the Mother Elf. Nakayama had also intended that the Baby Elves take the names Isos and Pasos, but somehow they ended up assigned to Elpizo's followers.

HONDA: Now the world knows how unorganized we are. (laughs)

Who is the most popular of the Four Guardians?

AIZU: That would be Harpuia. A lot of the fans liked him, which lead to him getting a bigger role in the overall game.

ITO: Fefnir was labeled as an idiot early on, so

"ROCKMAN ZERO" SOUNDTRACK ILLUSTRATION COLLECTIONS



**REMASTERED TRACKS
ROCKMAN ZERO**

Contains music tracks from the first game, a jacket with illustrations by Nakayama (the series' character designer), and a booklet containing messages from the developers and special guests. Included on the soundtrack is "Ciel's Memory," a dramatic voice recording that reflects Ciel's thoughts during the events of the first game, courtesy of an amazing ensemble of voice actors.



**REMASTERED TRACKS
ROCKMAN ZERO:
TELOS**

In addition to the music from Mega Man Zero 3, this soundtrack includes an extended vocal component from an outstanding group of voice actors. Over 30 minutes of voice recordings is spread over 10 dramatic tracks.



**REMASTERED TRACKS
ROCKMAN ZERO:
IDEA**

Contains all 36 songs from Mega Man Zero 2, a vocal arrangement by Rie Tanaka (Ciel's voice actress), plus four bonus tracks that were not used in the game.



**REMASTERED TRACKS
ROCKMAN ZERO:
PHYSIS**

Besides the music from Mega Man Zero 4, this album features the descriptive song "Firesia," by Rie Tanaka, and a booklet of 32 pages filled with illustrations by Nakayama and Maeda (the character designer for Zero 4).

I think he was at a bit of a disadvantage.

HONDA: Well, it's okay that Fefnir ended up as an idiot. It's Leviathan that I wish we could have saved. She turned out too two-dimensional, as just a combat-crazy character. I would have liked to flesh out her character a little more and take her in a different direction.

AIZU: And then there's Phantom. To tell you the truth, Phantom was supposed to be a bigger player in the overall picture. When the Four Guardians took their place as Zero's rivals, Phantom was the one that looked most like Zero. Zero fights with a saber, and at the time, Nakayama's drawings showed Phantom with a saber as well. Zero's hair is almost scarf-like, and Phantom is wearing a little scarf-like thing. Because of these things, when Zero and Phantom were depicted in a battle, they looked like serious rivals. In the end, he didn't become Zero's rival or much of anything else, but within Inti Creates, Phantom will always be the favorite since he is considered to be Zero's rival. That's why we brought him back in Zero 3. (laughs)

ITO: Since there is a "Cyberspace" in Zero 3, we knew that was our chance to bring him back.

Why was Phantom the only one that died?

AIZU: We didn't realize there would be a sequel. (laughs) We just sort of said, "Wouldn't it be kinda cool to have Phantom be a martyr at the end?" That's why only three of the four appear at the "end." That way, the player would come to the conclusion that Phantom was dead, since he exploded and did not reappear afterwards. So that is how Phantom's death became official (laughs). But I think it was good that Phantom blew himself up, as it did a lot to define him as a character. That's just the kind of guy he is.

HONDA: It's also more fun for the planner when a game has defining moments like this.

ITO: Exactly. And since the bosses after the Four Guardians need to be defeated twice each, it was sort of a foreshadowing to that effect as well. The message was that you can't relax just because you've beaten the boss.

Why were the Four Guardians excluded from Zero 4?

AIZU: A lot of people ask that question, but the reason is simply because they all died at the end of Zero 3, shielding Zero from the big explosion.

HONDA: But for some reason they still show up in the booklet for the soundtrack.

AIZU: That was just Nakayama being generous with his drawings. (laughs) In the booklet of the

fourth Zero soundtrack, there is an illustration of X standing on a tower with beams coming from the Four Guardians... I didn't ask Nakayama to draw it, though. He kind of already had it drawn. (laughs) Tell us, Nakayama! What point in the timeline is that image from?

NAKAYAMA: I'm not sure... when could it be?

AIZU: The timeframe and events of the illustration were a little fuzzy, so we just kind of threw it in there. (laughs)

"... WE IMPRINTED THE PLAYER WITH THE IDEA THAT BLUE CHARACTERS WERE FOR DEFEATING."

Are there any characters that are particularly special to you?

AIZU: I especially like Elpizo because he is so human. For instance, I loved that scene where he goes to shake Zero's hand and is ignored. He had a real personality.

ITO: The Resistance soldiers and other such sub characters hold a special meaning for me since I came up with most of their lines.

HONDA: You mean, like Andrew?

ITO: Yeah. Someone else did the first bit of his lines, but I did most of them. Zero's world is so dark and somber that these heartwarming lines were truly a joy for me to write.





HONDA: I was responsible for the background images, so I don't have any significant ties to any characters, but the opening scene from Zero 1 where Zero is in stasis left a big impression on me. The one where Zero is armless and strung up with cables. That darkness and the many puddles of water really gave the impression that the laboratory was

long forgotten. Zero is known as a tragic hero, so I wanted to set him up with the image that he will be fighting an uphill battle in a cruel world.

AIZU: That was also the location where Ciel's ancestors researched the Cyber-elves, and Weil created Omega.

HONDA: The forgotten laboratory was the first

stage that I made, and it is also the scene of the Zero vs. Zero battle in Zero 3, so it really is quite special.

NAKAYAMA: For me... it would have to be the Pantheons... I think. When I think about what it would have been like without them... By having mass-produced blue Reploids pouring out at the beginning of the game, we imprinted the player with the idea that blue characters were for defeating. As far as being Zero's enemies, the Pantheons definitely served their purpose.

HONDA: Pantheons were originally built to protect humans, and they usually live normal lives in Neo Arcadia. They are only fighting because they were told to do so by the humans, and they are not really weapons of war.

AIZU: The same goes for the Four Guardians. The Four Guardians were initially created to assist in restoring the land after the war. They were scattered across the world, working to improve the condition of the land when the Resistance became active, causing the Four Guardians to gather in one place with a common goal. So the weapons they are using to fight the Resistance were not originally designed for that purpose. They themselves were the controls of a weather-controlling station called "Weather Orbit." This was influenced by the [original] Mega Man [title]. The concept is that the

THE THREE KEYS TO SOLVING THE MYSTERY OF ZERO AND OMEGA

Zero and Omega are two Reploids with a very complex bond, and they engage in a memorable battle in Zero 3. Here, we examine the background information regarding the three key elements that tie these two together in an attempt to reveal some previously unknown angles to the story.

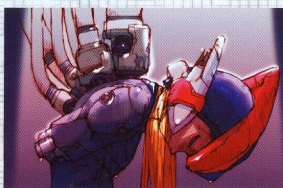
(*NOTE: The information that follows comes from the early concept phases for the Zero series' scenario, and therefore may not be canonical.)

SIGMA VIRUS

The terrifying virus that causes a Reploid to go Maverick. The virus actually originated from one of the circuits that Dr. Light installed in X's brain. The circuit's function was to keep X neutral and unbiased in matters concerning humans and Reploids. Tragically, this very same circuit condemned X to a life plagued by the philosophical question that weighed the value of humans against that of Reploids—a question to which there was no answer. Zero was the first Reploid to be infected by the virus, but as an android created solely for evil, destructive purposes by Dr. Wily, the virus affected him uniquely. Instead of going Maverick, the virus turned Zero into a warrior driven by goodness, not evil. Unfortunately, by tirelessly fulfilling his destiny as a Maverick Hunter, Zero inadvertently spread the virus throughout the world. Eventually, as the host of the virus, Zero was taken to a research facility for study.

THE FORGOTTEN LABORATORY

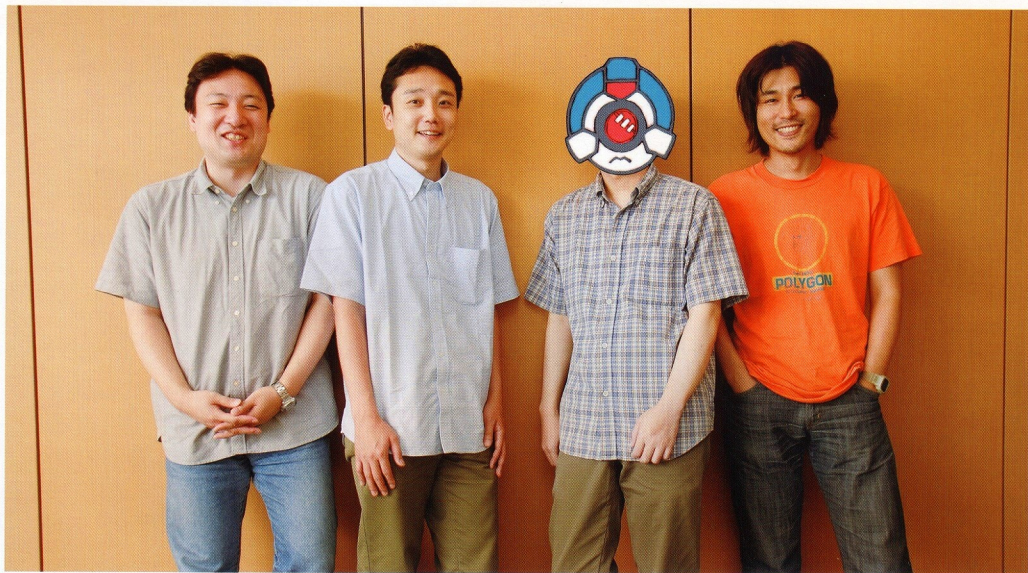
The laboratory that Zero was taken to was equipped with the latest technology available at the time, and the researchers there were doing a great deal of research on Reploids and DNA. In this laboratory, two scientists worked tirelessly to bring an end to the Maverick Wars. One of the scientists was Dr. Weil, who believed that the best way to end the fighting was to eliminate all of the humans and Reploids that were, in his eyes, silly enough to fight over matters he found to be trivial—and to then build a utopia for the survivors of the wars on their corpses. The other scientist was a distant female ancestor of Ciel's. By using properties and samples of the Sigma Virus, she created Mother Elf, who had the ability to restore a Maverick to normalcy—indeed, she was able to reverse the effects of the very virus that was used to create her. Unfortunately, Mother Elf was overwhelmed by the effects of the Sigma Virus used to make her, which caused her to become Dark Elf and set the Elf Wars into motion.



ELF WARS

Dr. Weil had always had his eyes on Zero's body, which had a natural immunity to the Sigma Virus. He knew that a Reploid with no risk of going Maverick would make the perfect weapon to bring an end to the war. To that end, he designed Omega and created him from Zero's body. As Weil expected, the damage wreaked by Omega was enormous—but it only added to the costs of the war, instead of bringing an end to it. Fortunately, he was eventually defeated by X, the hero of the Maverick Wars, and the Reploid now housing Zero's soul, Omega was subsequently exiled to space. Dr. Weil, who was deemed the one responsible for starting the Elf Wars, was sentenced to eternal regeneration, a punishment worse than death.





robots used for clear-cutting and construction were malfunctioning and had to be stopped.

ITO: From the humans' perspective, Zero and his friends are basically terrorists, and that's why it is so interesting. I'd like to think that the idea sows some seeds of inner-conflict in the player:

HONDA: At the beginning of the game, you save a damsel in distress, but the point of the story is that you aren't really sure if that was the "right" thing to do.

AIZU: It's not as simple as Good and Evil. Each side has its reasons, and as far as the humans are concerned, Copy X and the Four Guardians are good and dependable leaders.



"I HOPED THAT SOME PEOPLE WOULD BECOME INTERESTED IN THE GAME WHEN THEY SAW THE ILLUSTRATIONS."

Do you have a message you'd like to pass onto the fans?

AIZU: I think we are pretty special, to have gotten so much free reign from Capcom in regards to the Zero series. Due to that freedom, we were able to create a fresh new series without being tied down by the details of the X series. Of course, I'm sure Capcom could have done just as well themselves, and the success of a Mega Man world created in an unfamiliar environment relies completely on the fans. The various surveys and comments that we see on the internet heavily influenced the design of the world, and the roles of the characters. I truly believe that the power of Nakayama's drawings has a lot to do with the final outcome. There are a lot of cases where the creation of the world itself was directed by the illustrations, and for that reason, I hope our readers will enjoy this artbook.

ITO: Since Mega Man Zero players were mostly hardcore action gamers, they knew their stuff and so every time we were working on a new game, we felt the sharp need to make the new game better than the last. Under the discerning gaze of our fans, we endeavored to create something that they would be happy with. There were a lot of changes to the system in each new game, but

there were a few changes and challenges that were not entirely necessary. We took on those challenges and made those changes because we were motivated by the great expectations of the fans. With the release of "ZXA," we hope to live up to those very same expectations once again.

HONDA: As a collection of illustrations as well as technical data, I think that a lot of people who like illustrations will look at the cover and buy this artbook even if they are not too familiar with Zero. It is also my hope that some players that do not usually play action games will be interested in playing through the series after looking through this artbook. It's a little different from Capcom's color collection, and I hope the fans will find a different kind of enjoyment from this inside look. Please play our games.

NAKAYAMA: I've drawn a lot of illustrations, and I hoped that some people would become interested in the games when they saw the illustrations. Since the illustrations only cover a small portion of the world, I'd like to think that they act as seeds for the readers' imaginations. Still, there are some things about the world that can only be discovered through gameplay, so if you've purchased this book, please consider purchasing the games as well.

Thank you very much for your time.

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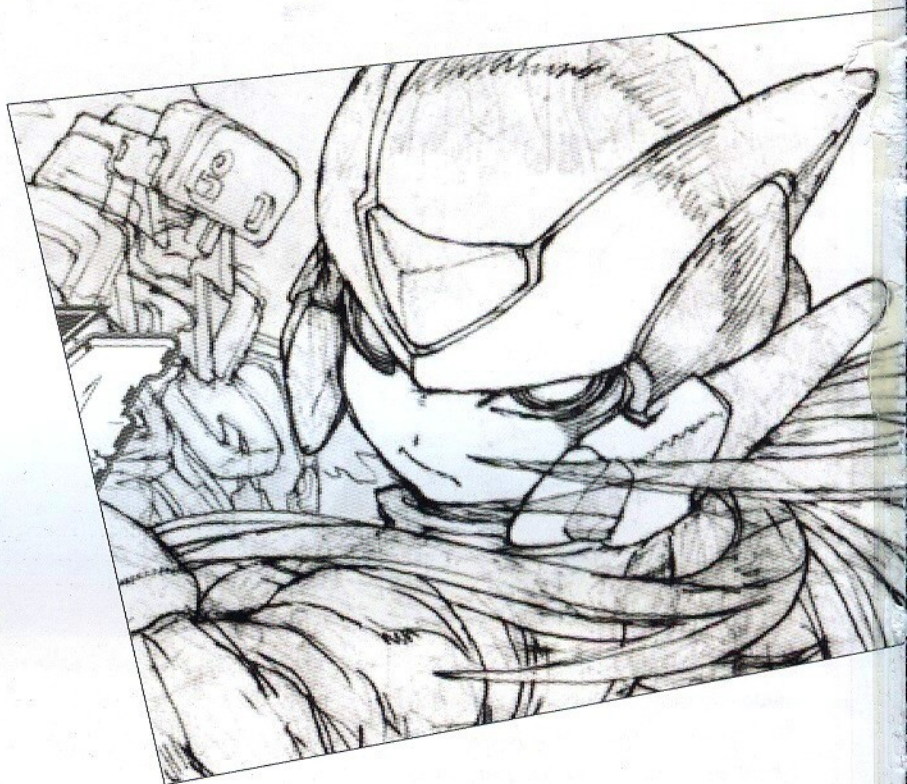
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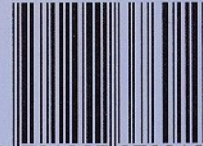
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